**Rules & Regulations**

**For**

**Domestic Rugby Game Competitions**

**In**

**Munster**

**Approved by The Management Committee on the recommendation of the Domestic Game Committee on the 29th August 2014**

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**REGULATIONS GOVERNING ALL DOMESTIC RUGBY COMPETITIONS IN MUNSTER**

**1.0 CONTROL AND DELEGATION**

**1.1** In these regulations the expression the ‘Branch’ shall mean the Munster Branch I.R.F.U. and shall, where contents so admit or require, include the Executive committee of the Branch and any person nominated or authorised by the Branch to act on behalf of the Branch, for the purposes of these regulations.

**1.2** The Branch shall be sole interpreter of these regulations, and shall have power to approve, amend and adjudicate upon all matters not specially provided therein. In the case of any inconsistency between these Regulations and the Bye-Laws of the Branch, the said Bye-Laws shall prevail.

**1.3** All clubs competing in competitions shall be deemed to have accepted and be bound by these Regulations.

**1.4** Control of all competitions shall be subject to the overriding authority of the Munster Branch I.R.F.U. Executive committee, who shall appoint the Domestic Rugby Game Committee to administer all Munster competitions.

**1.5** The relevant competitions sub-committee shall have responsibility for the operation and control of the competitions and for ensuring compliance by the clubs and persons involved with these Regulations.

**1.6** Subject to the overriding authority of the Branch and the other provisions of these Regulations, the Domestic Rugby Game Committee shall have power to act on its own initiative and to take decisions for the proper administration of the competitions and compliance with these Regulations and to impose such sanctions as may be permitted by these Regulations.

**1.7** The Domestic Rugby Game Committee shall delegate to the Secretary of Domestic Rugby Game Committee (or his Deputy as appointed by the Independent Chairman of the Domestic Rugby Game Committee) to act, with other members of the relevant sub-committee, such of its functions as the Domestic Rugby Game Committee may reasonably decide, confirm or ratify and any decision of such person or persons shall be as valid and effective as if made by the relevant sub-committee and for the purposes of these Regulations shall be regarded as a decision by the Domestic Rugby Game committee. Requests for verbal rulings will not be considered.

**1.8** The first decision shall be communicated to such club, person or sub-committee running the competition as may be directly affected as soon as reasonably possible.

**1.9** The term “Fixtures” includes all Domestic Rugby Game Competitions in Munster including both Cup and League.

**2.0 OBJECTIONS AND APPEALS**

**2.1** The following Objections and Appeals procedures apply to all constituents of the Munster Branch I.R.F.U.

**2.2** The basic principle is that an incident or a decision can give rise to ONE objection and ONE only appeal.

**2.3** The Objection will be heard by the relevant committee/sub-committee. An Appeal against the decision of the committee/sub-committee will be heard by an Appeals/Disciplinary committee (quorum 3 members), established by the Branch or Judicial Committee, and whose decision is final and binding on all parties.

**2.4** Any Objection or Appeal related to any decision or incident (“the Event”) made pursuant to these Regulations or in relation to the operation of these Regulations shall be –

 **(i)** Written on club headed notepaper and accompanied with the appropriate Objection/Appeal form.

**(ii)** Signed by the Hon. Secretary, or Hon. Treasurer or President of the club or by the Gamesmaster or Principal in the case of a school,

1. Accompanied by the relevant club cheque or cash
	1. €250 for an Objection includes administration fee €50
	2. €450 for an Appeal includes administration fee €50
2. Shall be received by the Branch Hon. Secretary not later than 48 hours from mid-night on the date of the event giving rise to the Objection and 24 hours in the event of an Appeal to the decision on an Objection (copy to be sent to the relevant competition Hon. Secretary). Any Objections to a game or the holding or playing of a game must be received 120 hours prior to the commencement of that game.
3. A faxed copy/electronic mail copy of the Objection or Appeal, together with a faxed copy/electronic mail copy of the Objection/Appeal Fee cheque is acceptable, provided the cheque is lodged the next day in either the Branch Bank Account or hand delivered to the Branch office in Limerick or Cork
4. If sending an electronic mail it must be sent to both “Hon. Sec. honsec@munsterrugby.ie or any subsequent Honorary Secretary of the Branch and info@munsterrugby.ie or fax Branch office in Cork (021 4323956) or Limerick (061 371117)

**Sanction**: **Failure to comply with any of the above will result in the Objection/Appeal not being considered**

**2.5** The chairperson of the relevant hearing committee must be in possession of the original Objection or Appeal, accompanied by the appropriate Objection/Appeal Fee cheque or must have confirmation of its receipt by the Branch office or an Officer of the Branch.

**2.6** The Fee of €200 for Objections will be refundable only if the Objection is upheld. The Hearing committee shall have discretion to impose a financial penalty on the party that loses the Objection as per Rule 4.2.

**2.7** The Fee of €400 for Appeals will be refundable only if the Appeal is upheld. The Hearing committee shall have discretion to impose a financial penalty on the party that loses the Appeal as per Rule 4.2.

**2.8** The Branch Hon. Secretary shall cause a copy of an Objection, or Appeal to be sent to the club/clubs, person/Persons, directly affected, with all reasonable speed.

**2.9** The Munster Branch or the relevant Sub Committee shall have no liability to any Club or person arising from any negligence or failure by the Munster Branch or the relevant Sub Committee to ensure compliance with this regulation or in relation to any other failure in the administration or management of these Rules and Regulations.

.**3.0 HEARING OF OBJECTIONS OR APPEALS**

**3.1** Where a decision is made or issued in respect of any Event (as defined herein) by any authorised person, the Objection shall be heard by the relevant committee or sub-committee (by appointing a Hearing committee of 3 persons) and the regulations relating to hearing of Appeals ( Rule 3.2 ) shall apply where relevant. In Relation to Appeals One of the three persons must be a representative of the relevant sub committee from which the Appeal has originated. The sub committee member cannot have sat on the original hearing

**3.2**

**3.2.1** The Domestic Rugby Game Committee or Judicial Committee or relevant committee (in case of Objections) shall arrange for a hearing of the Objections or Appeal with all reasonable speed at such time and place as it may determine provided that the club/clubs or person/persons directly affected shall be given reasonable notice, either in writing or by email, of the time and place of such hearing.

**3.2.2** The Hearing committee shall permit the club/clubs or person/persons directly affected by such Appeal including a representative of the sub-committee whose decision is appealed to submit evidence, call witnesses and make representations at the Hearing.

**3.2.3** No club or person appearing before the Hearing committee shall be entitled to be represented by more than two persons (in addition to a legal representative) attending the Hearing. Legal representation at a Hearing **shall not be permitted** unless reasonable notice of this requirement is given to the Hearing committee, and to any club, or person directly affected by the Hearing, and is made known at the time of lodging the Appeal.

**3.2.4** Subject to the requirements of natural Justice and the right of fair procedure, the conduct of the Hearing shall be at the entire discretion of the Hearing committee. The Hearing committee shall be entitled to call such witnesses and seek such advice as it may require.

**3.2.5** The decision of the Hearing committee shall be notified in writing to all parties directly affected as soon as is reasonably possible.

**3.2.6** The decision of the Appeals committee **shall be final and binding on all parties.**

**3.2.7** Miscarriage of Justice

No proceedings or decisions made pursuant to these Regulations shall be held invalid by reason only of any defect, irregularity, omission technically provided there has been no miscarriage of justice.

* + 1. No member of a Hearing committee shall sit thereon if he/she has a conflict.
		2. The normal rules of evidence shall apply to Hearings on the proof principle of “balance of probabilities” and each party shall be entitled to hear the evidence against them. Fair procedures shall be applied at all times. The Hearing committee shall be conscious of the provisions of Natural Justice.
		3. Referees should, where possible, attend Hearings or be available by telecommunications, but he or she can only be questioned by the Hearing committee.
		4. Decisions of a Hearing committee may be given verbally but should be followed by a committee’s decision in writing setting out briefly the reasons for the decision and the Regulations relied upon.
1. **ENFORCEMENT POWERS**

**4.1** Where the relevant Hearing Sub-Committee or the Appeals Committee request a club or person to provide information in relation to any matter, a

reasonable time limit, maximum of 2 weeks, may be imposed and notified

for the provision of such information and in the event that such time limit is

not complied with, the Hearing Sub-Committee or the Appeals Committee (as may be appropriate) may deal with the matter in the absence of such

information.

**4.2** In all cases where there is a breach or non-observance of any regulation, law or code of conduct, misconduct, disciplinary matter, failure to fulfil a fixture, non-compliance with any regulation or bye law of the Branch or non-compliance of the competitions Sub-committee or a Committee of the Branch or in any case considered to be detrimental to the best interest of the game, the relevant Sub-Committee or Appeals Committee shall be entitled in its unfettered discretion to impose one or more of the following sanctions or penalties on the offending club or player:

1. Imposition of a fine.
2. Requirement to replay the match at such time and at such venue as it

thought fit.

1. Forfeiture of match in cups or knock out stages of competitions or the granting of the points for the match.
2. Loss of as many points in league competitions as may be determined.
3. Expulsion of the club from the competition.
4. Loss of tickets.
5. Such other penalty or sanction as may be deemed appropriate
6. No sanction may apply.

**4.3** In the case of any breach of Rule 5 hereof where sanction are imposed, the Hearing Sub-Committee or the Appeals Committee may, in exceptional circumstances or where the imposition of a fixed sanction would be unjustifiable, prejudicial or contray to natural justice, the relevant Hearing Sub Committee or Appeals Committee as the case may be, may impose an alternative sanction (as specified in Rule 4.2) but must set out in detail the grounds which they are exercising their powers and these powers can only be exercised in exceptional circulstances.

**4.4** Should any club or member of a Club issue Court proceedings in relation to any matters under these Rules and Regulations, then in any such case the Club or member as the case may be, shall indemnify and continue to indemnify the Munster Branch IRFU against any costs or expenses arising from any such Court proceedings and shall, if require by the Munster Branch IRFU, give security for any costs.

1. **GENERAL REGULATIONS GOVERNING MUNSTER FIXTURES (INCLUDING LEAGUE COMPETITIONS)**

**5.1** The Domestic Rugby Game Committee or the relevant Sub-Committee shall determine the format and composition of the Fixtures for each season (see 1.5) All Sub Committee competitions Leagues and Cups will start in September or ealier if the Domestic Rugby Game Committee decides it necessary. All Sub Committee competitions Leagues and Cups will finish on 17th March. All Munster Branch Competitions will run from the 17th March or earlier if the Domestic Rugby Game Committee decides it necessary. . Extensions may be sought form the Domestic Rugby Committee.

**5.2** Matches shall only be played on grounds approved by the Branch and will generally be played on the ground of the first named club.

**5.3** The home team (i.e. the first named) is responsible for ground arrangements, pitch markings, flags, footballs and meet with the requirements of the IRFU and Munster Branch re health & safety standards.

**Sanction: Rule 4.2 will apply.**

**5.4** In the event of a clash of playing registered colours it shall be the home team’s responsibility to change their playing strip.

 **Sanction: Rule 4.2 will apply.**

* 1. The Referees Association will endeavour to provide referees for all matches.
	2. The duration of each match shall be 80 minutes (schools/youths/mini’s will differ) unless the Referee decides that the conditions as to the state of the ground/weather/light or otherwise make it unsuitable for further play taking into account the safety of the players. If 70 minutes of playing time has elapsed the score/result will stand, in the case of a 70minutes game 62 minutes and a 60 minutes game 53 minutes (approx. 87.5% of playing time)
	3. **SUBMISSION BY CLUBS OF NAMES OF PLAYERS SELECTED FOR MATCHES AND NOTIFICATION OF RESULTS**

**5.7.1** Electronic team sheets must be submitted on-line for each team at

 least THREE hours in advance of the kick-off of each fixture.

**5.7.2**A copy of the submitted Electronic team sheet signed by the

 team manager/coach must be made available and handed to the referee

 at least THIRTY minutes prior to kick off.

Team Sheets and List.Prior to the kick off, each Club shall be required to submit to the referee and the opponent Club its list of starting players and replacements / substitutes, correctly numbered. This list shall include each player’s registration number. A player shall wear the jersey whose number corresponds to his number on the team list. The name/s of dual status players and/or replacements / substitutes and players who can play in the front row positions shall be indicated by a P or H as appropriate for Prop and Hooker. Failure to comply with this regulation may be the subject of a complaint by the opposing team, or the Competition Sub Committee and shall be dealt with accordingly.

**5.7.3** Any changes to the submitted team sheet must be brought to the attention of the referee prior to kick off and marked on the copy of team sheet. The referee shall initial the changes.

**5.7.4** Changes to submitted team sheets that have been noted by the referee must be confirmed electronically on-line within 48 HOURS of the end of the game.

**5.7.5** The final score of the match and number of tries, conversions, drop kicks, yellow cards, red cards, and penalties scored must be contained on the team sheet and submitted to the DRC by the referee.

**5.7.6** In the event of the official referee failing to attend at a match, or being incapacitated during the match, in any of the Competitions, a qualified referee mutually agreed upon by the captains of the respective teams may officiate, and if not agreed the Home Club shall appoint a suitably qualified referee but such fact must be notified when the result of the match is being communicated to the Secretary of the Committee.

**Sanction: Failure to comply the club will be deemed to have lost the game and Rule 4.2 will apply.**

* 1. A player may only play with one club in a competition unless regulation 7.2 applies.

**Sanction: The club will be deemed to have lost the game and Rule 4.2 will apply.**

* 1. A club shall not permit an unqualified player to represent it.

**Sanction: Failure to comply will result in defaulting team losing the match and their opponents being awarded the game provided they have a legal team sheet. In addition the team found to be in default Rule 4.2 will apply.**

* 1. The fixtures shall be arranged by the relevant Hon. Secretary / Fixtures Hon. Secretary of the competition and cannot subsequently be changed without their permission. Any requests for a change must be made in writing to the relevant Hon. Secretary of that Competition’s Sub-Committee. Only in very exceptional circumstances shall a League match be postponed and then only with their approval or in their absence the relevant Competition’s Sub-Committee. The onus will be on the home club to comply with this regulation. **Sanction: The club will be deemed to have lost the game and deducted the number of league points for a win. Rule 4.2 will apply.**
	2. The relevant Hon. Secretary of that competition’s sub-committee shall have the power to alter dates fixed should circumstances arise to warrant any alteration.
	3. A club refusing to play a fixture, in which it is drawn, on the stipulated date, shall be adjudged to have lost the match.

**Sanction: The club will be deemed to have lost the game and Rule 4.2 will apply.**

* 1. Clubs do not have the right to re-arrange matches

**Sanction: The club themselves will be deemed to have lost the game and Rule 4.2 will apply**

* 1. This Rule 5.15.1 applies to **postponements in relation to ground conditions**:

**5.15.1** Only in very exceptional circumstances shall a competitive (not a friendly) match be postponed and then only with the approval of the HonSecretary/Fixtures Secretary in consultation with the Competitions Sub-Committee.

**5.15.2** The Domestic Rugby Game Committee shall provide a list of nominated person to act on the ground Fitness Panel who shall be available for consultation when the fitness of a ground is to be considered

**5.15.3** A club which has doubt about the fitness of its ground shall contact the Ground Fitness Panel nominee of the Domestic Rugby Game committee. This nominee will discuss the situation with the club and if necessary visit and inspect the ground. Where there is doubt about the fitness of the ground and there is reasonable prospect that with improved weather conditions the ground could be playable by kick-off time, a decision whether or not the pitch is playable shall be postponed until close to kick off time. Matches may not be postponed on grounds that the safety of players might be prejudiced unless with the additional approval of the match referee

**5.15.4** The determination of the fitness of the ground shall be the responsibility of the member of the Ground Fitness Panel, whose decision shall be final. In the event that an appropriate member of the Ground Fitness Panel not being available on any occasion the Competitions Sub-Committee may nominate another person to act on the Ground Fitness Panel.

**5.15.5** In the event of a game having to be postponed due to weather conditions or otherwise it shall be the home club’s responsibility to inform the relevant Hon Secretary/Fixtures Secretary of that competition’s sub-committee, their opponent and the referee as soon as possible.

**Sanction: In the event of a club failing to fulfil the above procedure it may result in the home club being liable for all or part of the expenses of their opponents and match officials. Rule 4.2 will apply.**

**5.15.6** Subject to the provisions of regulation 5.14.4 above where doubt exists as to the fitness of a ground, the home club shall make early contact with the visiting club as to its travel arrangements etc. in order that contact can be made prior to a club commencing its journey.

**Sanction: Failure in notifying in reasonable time may result in loss of home advantage. Rule 4.2 will apply.**

**5.15.7** The provision of a suitable playable pitch is the responsibility of the home club. In the event that the ground is unplayable due to ground conditions on the 2nd occasion the Home club must then provide a suitable alternative ground within 25 kilometres or travel to the oppositions chosen venue. If the game fails to take place due to any reason on the second occasion the organising committee of the competition may arrange to play the game if there is an available date in the event there are no available dates the game will be deemed to be null invoid and no points shall be awarded if it is a league game.

If the game being a cup game fails to take place due to any reason on the second occasion a coin will be tossed as to the winner.

**5.16** This Rule 5.16 applies to **postponements in general**

**5.16.1**. Applications must be made in writing (by fax, post or email) from both clubs on a Postponement Request Form (“the Form”) at least 14 days before the game in question to the relevant committee running the competition. Both teams must agree to the postponement and find an alternative date, in consultation with the Hon. Secretary / Fixtures Hon. Secretary of the competition and, in default, the date of the game will be fixed by the relevant committee or Hon. Secretary / Fixtures Hon. Secretary of the competition.

**5.16.2**. Emergency – As a general rule postponements of matches will only be granted in very exceptional circumstances and then only on application in writing (by fax, post or email) to the relevant committee running the competition setting out the reasons for the application with a copy to the opposing team. The decision shall be made by at least two officers of the relevant committee.

**5.16.3**. Props – the absence of front row players shall not be grounds for a postponement of a game and if a team is not able to field a front row (including substitutes) that team shall be deemed to forfeit the points or match (if a cup game).

**5.17** Where a game is abandoned, the refixed game shall be at the same venue and if the game is postponed than the game shall again be refixed for the same venue where rule 4.17 will than apply.

**5.18** If a club fails to fulfil two League fixtures.

**Sanction: The club will be deemed to have withdrawn from that League and their previous games will be deemed null and void.**

**The club will also be deemed to have withdrawn from the relevant Cup competitions.**

**Rule 4.2 may also apply.**

**5.19** When a club is awarded a match by means of a walkover, objection etc., where bonus points are in operation in that competition, the club shall be awarded the number of points for winning the match (bonus points are not awarded). However, at the end of the competition, if the non-awarding of the said points has a bearing on the overall results e.g. promotion, relegation etc., the league table shall be re-calculated with the offending club(s) results excluded and the club(s) finishing higher/lower in this calculation shall be promoted/relegated as appropriate.

**5.20** A club who fails to play a competitave League game which for clarification includes not having suitably trained front row players will be deemed to have given a walkover. The opposition club will be awarded the number of league points for that competition.

**5.21.** Where games are called off after 6.00pm on the day prior to a game the offending club shall be sanctioned under Rule 4.2.

 Where games are called off due to weather and with the approval of the Branch Grounds Inspector (Rule 5.14) no fines will apply.

 A team found to be in breach of this rule more than once in a season may have further sanctions imposed (Rule 4.2).

**5.22. PLACINGS**

Placing in a League will be decided by the team having the most points. In the

event of two teams or more in a Division having the same number of

points, winning the division, promotion and relegation will be decided by the

team(s) with the most number of wins, no of draws and than head-to-head in

that sequence. If teams are still equal the relevant Committee shall

decide on the format.

**5.23 YELLOW CARD SANCTIONS**

 5.23.1. OPERATION:

All Yellow Cards to be sent to the Secretary of Domestic rugby committee.

A Database should be set up by the Munster Branch, showing the club, name and Registration number of the individual carded with brief details of each offence.

5.23.2. SANCTIONS:

A player who receives 3 Yellow Cards in a twelve week period will be suspended for 1 Competitive Game.

A player who receives 4 Yellow Cards in a sixteen week period will be suspended for 2 Competitive Games. This would include the 1 if already served.

A player who receives 5 Yellow Cards in a twenty week period will be suspended for 4 Competitive Games. This would include the 2 if already served.

A player who receives 6 Yellow Cards in a twenty four week period will be suspended for 6 Competitive Games. This would include the 4 if already served.

A player who receives more than 6 Yellow Cards in a season will be suspended for 2 extra Competitive Games for every Yellow Card received.

5.23.3 The Secretary of Domestic games shall inform the Disciplinary

 Officer in either North or South Munster whichever the case will be.

 The Disciplinary Officer shall deal with the matter there after.

**GENERAL REGULATIONS GOVERNING MUNSTER CUP COMPETITIONS MUNSTER BRANCH RULES & REGULATIONS APPLY**

**6.1** In addition to the general regulations governing Fixtures the following regulations will apply to all cup competitions in Munster.

**6.2** Each club desirous of competing shall give notice to the Competitions Co Ordinator or relevant Competitions Hon. Secretary by the stipulated date for that Competition..

**6.3** The date and draw format for each competition shall be decided by the appropriate Committee within the time frames provided by the Domestic Rugby Committee and in the event of withdrawals than the competition can be re-drawn at the discretion of the Domestic Rugby Game committee or relevant sub-committee.

**6.4** The dates for each round of the competition shall be decided by the relevant Hon. Secretary / Fixtures Secretary of the appropriate Committee

**6.5** The Branch shall decide admission prices for each round. In the event that a Levy is fixed by the Branch as an alternative to gate receipts the ‘Levy’ shall be forwarded to the Branch within fourteen days of the match. The Branch shall have power to debar a club from further participation in the competition or take other action it sees fit against a club who fail to make full return to the Branch Office within fourteen days of the match.

**6.6** Each round up to and including the semi-final shall be played at the first drawn club’s ground. Notwithstanding the above, the Domestic Rugby Game committee shall have the power to select an alternative venue should the circumstances arise to warrant such alteration.

**6.7** The venues for the finals shall be Musgrave Park or Thomond Park alternatively or such Provincial venue as may be approved by the Branch or Domestic Rugby Game Committee except in the event of two teams from one area being participants, when the final match shall be played in that area. If in the final, both teams belong to the North, or, vice-versa, notwithstanding the venue of the previous final, the match will take place in that part of the Province and the alteration on venues shall be resumed until a similar situation arises

**6.8** a) If the sides are level on points after 80minutes, {except in Finals}

twenty minutes extra time will be played (two periods of ten minutes).

1. If the sides are level on points after extra time, the side who scored

the most tries in the game (100 minutes) shall be the winners.

1. If the sides are level on tries after 100 minutes, the side that scored the most tries in the first 80 minutes shall be the winners
2. If the sides are still level on tries, than the side that scored the first try

 shall be the winners.

1. If no tries were scored, than the side that scored first shall be the

winners

1. If the game ends scoreless (after extra time), than the two sides shall

 appoint a kicker each for taking penalty kicks.

1. The winner shall be the side who successfully kicks from a distance

 that their opponents miss from. The format shall be as follows:

(i) The Referee shall toss to decide who takes the first kick.

(ii) The Referee shall decide the spot the kick is taken from.

(iii) The first kick shall be taken from the centre spot in front of the goal on the 22 meter line.

* 1. If both kicks are successful, the next series of kicks are taken 5

metres further back.

(v) If both kicks are unsuccessful, than the kicks are taken again from the same spot.

**6.9 Applicable to Finals only**: In the event of a draw, the Secretary of the Domestic Rugby Committee or the relevant competition’s Hon. Secretary shall decide prior to the game what rules will apply in the event of a draw. The club travelling in the drawn match shall have home advantage in the replayed match. In the event of an undecided replay after a draw, an extra period of ten minutes each way shall be played. In the event of a draw rule 6.8 applies.

**6.10** The Branch shall have the power each season to present medals (of a fixed

pattern) to the members of the winning team up to a maximum of twenty two.

**7.0 STATUS, ELIGIBILITY & COMPETITIONS**

**7.1 Status:**

1. Nationally Contracted Players
2. Provincial Contracted Players
3. Development Contracted Players
4. Academy Contracted Players
5. Senior Player
6. Junior Player
7. Junior Two Player
8. Junior Three Player
9. Junior Four Player
10. Age Grade Player

**Note:** A player’s status is at the time of the game and not at the beginning of the competition

Players Under 18 years of age are not allowed play in adult competitions.

**Status Definitions:**

***Contracted Player*:** Those with a professional contract namely 1 – 4 above in the current season.

***Senior Player:*** A player who has started in 50% or more of his sides All Ireland League, All Ireland Cup, Munster Senior Cup Combined in the current season.

 ***Exemption:*** This does not apply to Dual Status Players

***Junior Player:*** A player who has started in 50% or more of his sides League games (Junior League/Cups or Seconds League), Munster Junior Cup Combined in the current season.

***Junior 2 Player:*** A player who has started in 50% or more of his sides League games (Gleeson League or Junior 2 League), Webb Cup, Junior 2 Cup Combined in the current season.

***Junior 3 Player:*** A player who has started in 50% or more of his sides League games, Junior 3 Cup Combined in the current season.

***Junior 4 Player:*** A Player who does not satisfy any of the previous conditions above.

***Age Grade Player:*** As defined by the status of the competition.

Games played while a player, in any of the above definitions, is suspended are not included in the calculation of 50%.

A player who starts as a replacement is deemed not to have started in that game.

**7.2 Eligibility**

Eligibility for Plate/Bowl competitions are governed by the eligibility for the relevant cup competition.

**7.3 Re-grading**

**1** A Player’s status at the start of the season will be the same status as whenhe finished the previous season.

**2.** A player can only be re-graded one grade down only in one season

**3.** (a) All non I.R.F.U. registered players or Irish players who have been playing abroad and including Foreign/Overseas

players must comply with the I.R.F.U. eligibility regulations. All applications to register such a player (herein called an “Overseas Player”) must be accompanied by a clearance letter from the player’s local Union or club outlining full particulars of the player’s grade and status he last played at. Failure to comply with this request will render the player ineligible to play in Munster Branch competitions. This is in addition to the required Branch Player Profile.

(b) The playing status of Overseas Players will be decided by the Domestic Rugby Game Committee. Any appeals against these decisions shall be dealt with by the Branch Appeals Committee which will be heard only on the basis of new evidence produced and the Munster Branch I.R.F.U. rules apply to such appeals.

**7.4 Competitions**

**Note:** All competition matters to be dealt with by the relevant Committee or in between meetings by an Emergency Committee consisting of no less than three persons.

The Emergency Committee should consist of at least one officer of that Committee (Chairman, Vice Chairman, Hon Secretary, Hon Treasurer, Fixtures Secretary), or, if not available, an officer of the Munster Branch (President, Senior Vice President, Junior Vice President, Immediate Past President, Hon Secretary, Hon Treasurer) and at least two members of that committee.

Competition matters may be dealt with by a meeting, phone or electronic mail.

**7.4.1** For the purposes of Munster competitions whether in North,

South, East or West Munster, the Domestic Rugby Game Committee shall define what clubs are in each relevant geographical area of Munster for the purposes of the particular competition**.**

**7.4.2** The obligation rests with the home club to notify the relevant committee (running the competition) and the Competitions Manager of each competitive game within 72 hours of the game finishing. Failure to comply with this rule will result in rule 4.2 being applied.

**7.4.3** A club that gives two walk - overs in a League Competition will be deemed to have withdrawn from that competition and all their results in that competition declared null and void. The club will be deemed to have automatically withdrawn from the relevant cup competition but in exceptional circumstances the Committee, in consultation with the Competitions Manager, may allow the club enter in the relevant Plate and/or Bowl Competitions.

**7.4.4** Where a team gives a walk over in a particular game and the club plays a competitive game of a lower status on the same weekend, than the club shall be deemed to have lost the latter game.

**7.4.5** If more than one side withdraws from a competition before a game has been played in that competition, the relevant committee may redraw the competition. Further, any committee may decide on and amend the format of any competition.

**7.4.6** A club that fails to fulfil a Cup fixture of a higher grade shall not be allowed to take part in any Cup competition of a lower grade that is affected by the eligibility of players not playing the higher grade competition in the same season.

**7.4.7** A club that plays in a higher grade League and does not play in the equivalent Cup competition shall not be allowed to take part in

any Cup competition of a lower grade that is affected by the eligibility of players not playing the higher grade competition in the same.

**7.4.8** A side that is disqualified from their League program shall not be permitted to play in the Cup competition in that grade or a lower grade that is affected by the eligibility of players not playing the higher grade competition in the same season.

**7.4.9 Dual Status** A Dual Status player is a Junior player who plays with an AIL Club team in the AIL (or equivalent league) subject to the IRFU Regulations.

**7.4.9.1** A Dual Status player who starts an AIL game shall be allowed to participate in a Munster Junior Competition on the same weekend

**7.4.9.2** A Dual Status player may not play Seconds League or lower grade rugby with the AIL club

**7.4.10 Team Sheets** Team Sheets shall mean the lists of players and substitutes with dates of birth (where relevant) and registered numbers of the players and substitutes as required by the Munster Branch of the IRFU from time to time.

**7.4.11 Rolling Substitutes rules and process**

**7.4.11.1** A maximum of 12 substitutions (Changes) per team per match will be allowed.

**7.4.11.2** Changes under this Law shall include blood replacements and injuries; indeed **any time one player replaces another player from the same team** other than front-row replacements required after a yellow card (see **7.4.11.6.** below).

**7.4.11.3** When a player has a blood injury and is replaced by another player and than returns to the field of play within the permitted time that will count as 2 changes.

**7.4.11.4** When a player is sent from the field of play under a red card that is NOT a change.

**7.4.11.5** When a player is temporarily suspended under a yellow card and leaves the field of play that is NOT a change. **7.4.11.6** When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on that does NOT count as a change.

If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field, that does NOT count as a change.

Player B returning to the field of play is also NOT a change. If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning that IS a change.

**7.4.11.7** After all 12 changes have been made, no other changes will be allowed for whatever reason including injuries. If, after the 12 changes have been made there is any reason for a player to leave the field of play, the team must play on with one less player. Uncontested scrums will apply if this involves a front-row player.

**7.4.11.8** It shall be for the IRFU to determine who shall be responsible for administering and counting the changes and how. An optional Procedural Guideline follows.

**Procedural Guideline for the Administration and Control of Rolling Substitutions at Matches**:

(A) Each team will have a set (12) of cards (each set will be a different colour)

(B) Each team shall appoint its responsible person (e.g. Coach) who shall be required to hand the appropriate change card in the correct sequence to the referee, touch judge, or 4th official. This must happen before each change takes place and a player enters the field of play. There is no requirement to record or write anything on the card.

(C) The referee, touch judge, or 4th official shall receive and retain the cards during the match and shall monitor each team’s use of its changes. The Match Official is not required to record any information but shall retain the submitted cards until after the end of the match.

(D) At matches for which the referee is required to submit an official return or result card/form, the referee shall record the final number of changes used by each team.

(E) At matches where there is no match doctor available, the referee remains responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for him to continue playing.

(F) The teams will be aware of the number of permitted changes still remaining from the number of cards they still hold.

**7.4.12 Trophies** The club winning any competition shall be responsible for the safe keeping and good condition of the trophy. The trophy shall be returned no later than 2 weeks before the final of the relevant competition. Failure to return a trophy or repair a damaged trophy will result in the club being liable for the cost of replacing the trophy or repairing it.

**Sanction: The club failing to return the trophy on time shall be fined €100.**

**7.4.13 List of competitions:** The following is a list of competitions. These may be varied from time to time subject to General Regulations Rule 6.

**IRFU:**

All Ireland League All Ireland Cup

**Domestic Rugby Game Committee:**

Munster Senior Challenge Cup

Munster Junior Challenge Cup

Munster Junior Plate

Munster Junior Bowl Munster Seconds League

Munster Junior 2 Cup

**Munster Junior Committee:**

Munster Qualifying Leagues Munster Junior Clubs Challenge Cup

Munster Junior Clubs Challenge Shield Munster Junior Martin O’Sullivan Cup

**North Munster Sub Committee:** Limerick Charity Cup

TransfieldCup Webb Cup

O’Carroll Plate

Gleeson League

McInerney Cup Under 21 Cup Under 21 League

**South Munster Sub Committee:**

Cork Charity Cup

Junior League

Junior 2 Cup

Junior 2 Plate Junior 2 Bowl

Junior 2 League

Mick Barry Cup George O’Connell Cup

DennehyCup O’Sullivan Cup

Junior 3 Cup Junior 3 Plate Junior 3 Bowl Junior 3 League

Junior 3 B League

Under 21 Cup Under 21 B Cup

**Cork County Committee:**

Cork County Cup

O’Neill Cup

Kelly Cup McCarthy Cup

**Kerry County Committee:**

McElligott Cup Galwey-Foley Cup

West Munster League

**Tipperary County Committee:** Garryowen Cup Mansergh Cup Evans Cup Gleeson Memorial Cup O’Connor Cup

**Waterford County Committee:** Ballyrandle Cup

Casey Cup

**Schools:**

Munster Senior Cup Munster Junior Cup

Bowen Shield

McCarthy Cup

Barry Cup

Kidney Cup

Limerick Senior City Cup Limerick Junior City Cup

Mungret Cup

Mungret Shield

O’Brien Cup

O’Gorman Cup

King Cup

Giles Shield Clery Cup West Munster Senior Cup

**Munster Youths Committee:**

Munster Under 19 League Munster Under 17 League

**East Munster Youth Committee:** East Under 19 Cup East Under 19 Plate East Under 19 League

East Under 19 Development League East Under 17 Cup East Under 17 Plate East Under 17 League

East Under 17 Development League East Under 15 Cup

East Under 15 Plate

East Under 15 League East Under 13 League

**North Munster Youths Committee:** North Under 19 Cup North Under 19 League

North Open Under 19 Cup North Under 17 Cup North Under 17 League

North Open Under 17 Cup North Under 15 Cup North Under 15 League

North Under 14 Cup North Under 13 Cup North Under 13 League

**South Munster Youths Committee:**

South Under 19 Cup South Under 19 League

South Under 19 Development Cup

South Under 19 Development League

South Under 17 Cup South Under 17 League

South Under 17 Development Cup

South Under 17 Development League

South Under 15 Cup South Under 15 League

South Under 15 West Cork Cup South Under 13 League

**West Munster Youths Committee:** WestUnder 19 Cup West Under 19 League WestUnder 17 Cup West Under 17 League WestUnder 15 Cup WestUnder 15 Plate WestUnder 15 League

WestUnder 13 Cup West Under 13 League

**Munster Women’s Committee:** Munster Provincial Cup

Munster Development League:

Girls Age Grade

**7.5 Differences/Conflicts**

In the event of any conflict, difference or anomaly between these General Rules & Regulations and the Rules of any competition than these General Rules & Regulations shall have precedence.

1. **INTER CLUB TRANSFER**

**If a player wishes to transfer between Clubs the following steps must be undertaken**

**8.1** The player completes Part 1 – Notice of intention to change Clubs – and delivers it by hand to one of the named officers

a)If this is done prior to the appropriate Registration date for Munster Branch Competitions (1st October), the Club officer must sign the form as the transfer cannot be prevented. All Ireland League clubs transferring players to play in the AIL Leagues and Cups are subject to the Regulations of the IRFU Domestic Games. Players who transfer to play AIL league and Cup games after the (1st October) are inneligeble to play in Munster Branch Competitons.

The (31st of October) is the transfer deadline for U20S.

An adminstration fee of €20 will apply to all clubs within Munster seeking a transfer.(Schools and Colleges are exempt provided the person is in a full time college course).

A one week transfer window will operate from 3rd to the 10th Janruary for Munster Branch competitions only.

Players transferring form another provience or relocating outside the registration dates can apply to transfer under rule 8.11

Any players who are registered after the 3rd January of the current season cannot play until the Domestic Rugby Committee clears them at least seven days prior to playing.

**8.2** When Part 1 is completed, the Player retains the original; the Club may retain a copy.

**8.3** The Player and his new Club complete Part 2 and deliver it to the Branch to which the Club is affiliated. This must be done before the Registration date.

**8.4** A Branch official completes Part 3, retains it and sends copies to the new Club and to the IRFU if either the former Club or the new Club are All Ireland League Clubs.

**8.5** A player cannot play for his new club until the transfer has been registered the appropiate fee paid and approved by the Munster Branch.

**8.6** The request for transfers must be done on line by the club seeking the transfer on the Club Registration system at the same time as the transfer request is submitted to the club (as in 8.1 above).

**8.7 The fourteen day rule will commence on the day the online request is sought.**

**8.8 All transfer request paper work not submitted in the fourteen day time scale will be removed from the Club Registration system.All transfers will take a minium of 7 days from the time of receipt to be registered.**

**8.9** If, where relevant in these Regulations, a transferring club on being given 14 days’ notice fails to give justifiable grounds for refusing to consent to a transfer of a player, then his club shall be deemed to consent to the transfer.

**8.10** The Domestic Rugby Game Committee shall decide whether the grounds are reasonable or unreasonable.

**8.11** Notwithstanding the provisions of this Rule, any player or Club shall be entitled in writing to submit to the branch any special circumstances they consider relevant to registration and/or eligibility. The submission shall be considered by the Chairman of the DomesticRugby Committee with Two other appropriate persons be entitled in his absolute discretion to accept the registration and or eligibility of such player .

**9.0 Citings**

9.1 Where a player commits an act of foul play, which would warrant the player concerned being sent off, which has not been detected by the match officials, either the participating player, participating club as defined in the Munster bye laws, participating match official, participating Match Commissioner have the discretion to cite that player to the Union or the Disciplinary body having jurisdiction over the match.

**Please note the following points of procedure:**

9.2 Citings must be made within 48 hours from midnight of the day of the alleged incident to the Hon. Secretary of the player’s Branch giving the following information:

Date of alleged incident

Name, Club and team of alleged offender

Name of opposing team

Full details of the alleged incident.

9.3 The player, his club the referee, and where applicable the touch judges should be sent copies of the citing complaint and advised in writing of the date, time and place of the meeting of the Hearing Committee.

9.4 The citing club is also advised in writing of the date, time and place of the meeting of the Hearing Committee and is required to send a representative to the meeting. Failure to do so will result in the citing complaint being dismissed

9.5 DVD Evidence, if it is to be produced to substantiate the citing, it must be sent in advance of the Hearing to the Hon. Secretary of the cited player’s Branch before the meeting

9.6 The cited player shall be obliged to attend the hearing and shall be entitled to be represented by no more than two persons (in addition to a legal representative) at the Hearing. Legal representation at a Hearing **shall not be permitted** unless reasonable notice of this requirement is given to the Hearing committee, and to any club, or person directly affected by the Hearing, and is made known at the time of lodging the Appeal.

9.7 In advance of the hearing before evidence is taken the cited player and his representatives shall be entitled to view any DVD being used as evidence against him and if the cited player or his representatives offer DVD as evidence than the same rule shall apply.

9.8 Citing by another Branch/ Union of a player playing with a Munster club must have been made within the time frame of the Branch/Union rules.

**9.9 Committee Decisions**

9.9.1 The Judicial Committee shall arrange for a hearing of the Citing or Appeal with all reasonable speed at such time and place as it may determine provided that any club or person directly affected shall be given reasonable notice, either in writing or by email, of the time and place of such hearing.

9.9.2 The hearing committee in making its decision in the case of illegal or foul play shall have regard to the IR.B. Sanctions and Procedures

9.9.3 If the hearing committee finds on the facts established before it, that the offence referred in the citation has not been proved but that a lesser offence has been committed by the player, it may decide to sanction the player for such lesser offence.

9.10 In the case of misconduct the hearing committee shall have the power to impose any one or more of the following sanctions which sanction may, where appropriate, be suspended:-

The suspension or expulsion of the player or person for such period as may be deemed appropriate;

Such other penalty or sanction as may be deemed appropriate;

Make a payment of costs.

The decision of the Hearing committee shall be notified in writing to all parties directly affected as soon as is reasonably possible.

In cases where the Branch deals with disciplinary matters, in the event of the player cited being cited from a club affiliated to another Branch of the Union, the citation shall be sent by the Secretary of the Branch under whose jurisdiction the game was played to the Secretary of that other Branch which shall deal with the hearing.

9.11 In the event of the cited player being from a visiting club affiliated to another Union, the citation shall be sent by the Secretary of the Branch under whose jurisdiction the game was played to the Rugby Administrator of the I.R.F.U.

The findings of the Hearing Committee can be appealed

9.12 Appeal Procedure

(i) An appeal may be brought to the Committee of Appeal by a Branch, club or player from a decision of the Hearing Committee.

(ii) An appeal may be brought to the Branch Committee of Appeal by a club or player from a decision of its Disciplinary Committee.

The filing of a notice of appeal against a decision of a Hearing Committee shall not act as a stay on or deferral of any penalty or sanction imposed by the hearing committee.

In all cases the decision of the Committee of Appeal shall be final and binding on all parties and shall neither be appealed nor reviewed in a court of law.

**Notice of Appeal**

For an appeal to be valid, the party making the appeal (the “appellant”) shall comply with the following conditions:

(i) File a notice of appeal (the “notice of appeal”) and comply in all respects with regulation below, with the Disciplinary Officer of the Union or the Branch Hon. Secretary as is appropriate not more than fourteen days after the date of the decision being appealed against. The notice of appeal shall be deemed to have been filed when it is received by the Branch Hon Secretary

(ii) Sign the notice of appeal and set out thereon:-

(a) The date of the decision appealed against;

(b) The specific aspect(s) and parts of the decision being challenged, and

(c) The specific grounds of challenge. No further grounds of challenge may be advanced without the express prior consent of the Committee of Appeal.

(iii) When an appeal is made on behalf of a player by a club it shall only be done with the prior written consent of the player.

The appellant must serve a copy of the notice of appeal on all the other parties to the original proceedings all of whom shall be deemed to be parties to the appeal.

Where the conditions above are not fully complied with, the appeal shall be deemed to be invalid and shall be dismissed by the chairman of the Committee of Appeal unless the appellant demonstrates sufficient cause and establishes exceptional circumstances to the chairman to exercise his absolute discretion to permit the appeal to proceed. If the appeal is dismissed pursuant to this regulation the original decision appealed against shall be deemed to be final and binding.

**Appointment of the Committee of Appeal**

When a notice of appeal is filed, the Branch Judicial Committee shall appoint three members from the Branch to sit as the Hearing Committee to hear the appeal.

None of the members of the Panel who sat on the Hearing Committee that made the decision being appealed may sit on the hearing committee.

**Decisions of Committee of Appeal**

The Committee of Appeal will decide one or more of the following

(i) Affirm the decision appealed against;

(ii) Set aside, in whole or in part, the decision appealed against;

(iii) Substitute its own decision for the decision appealed against;

(iv) Revoke or modify any direction or order as to costs;

(v) Take any other step that it considers necessary to determine the appeal.

(vi) Order a payment of costs.

The Committee of Appeal shall advise the parties of its decision which shall take effect immediately. The Committee shall confirm its decision in writing as soon as practicable after the hearing.

**Public Announcements**

The Disciplinary Officer may publish the decisions of the hearing committee as soon as is practicable after the decision has been communicated to the parties. The public announcement of the decision may be by release of the decision itself, or by way of a summary that includes details of the illegal or foul play or misconduct and of the sanctions imposed, if any.

Until such time as a decision is published all parties shall treat the proceedings and the decision itself as confidential.

**Multiple Incidents**

Two or more persons or parties may be dealt with at the same hearing committee where the issues and matters to be decided arise out of the same match, incident or facts.

**APPENDIX ‘A’**

**Munster Senior Challenge Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be called the Munster Senior Challenge Cup or what ever name the Branch may decide at a Branch meeting.
3. The Cup shall be vested in the Trustees of the Branch.
4. The Cup shall be open for annual competition to all Senior Clubs affiliated to the Munster Branch I.R.F.U. and to the winners of the last Munster Junior Clubs Challenge Cup. The Branch at its sole discretion may invite the beaten finalists in the Munster Junior Clubs Challenge Cup and the winners of the Munster Senior Challenge Cup if not already participating.
5. The Domestic Rugby Game Sub-Committee shall determine the format of the competition before the start of the season.
6. General Regulations Rule 6.8 will apply to all rounds with the exception of the final where General Regulations rule 6.9 will apply.
7. The Domestic Rugby Game Sub-Committee shall have power to take whatever action it deems appropriate against any club fielding an under-strength team in the competition.
8. Any club that fails to play a game after having already played a game in that season’s competition will be fined. 500 euro. **Sanction; A fine of 500 euro will apply. In addition the team found to be in default Rule 4.2 will apply.**
9. Eligibility:

9.1 Players with National Contracts can only play with the permission of the Domestic Rugby Game Sub Committee.

* 1. In the event of a National Contracted Player being granted permission

 to play in the Munster Senior Cup than only one Provincial Contracted

 Player may play for that team.

9.3 National Contracted Players or Provincial Contracted Players may only play with sides playing in Division 1A and 1B of the All Ireland League. A club may select a maximum of two Provincially Contracted Players (excluding Development and Academy Players) in its panel for a Munster Senior Cup match, only one of whom may be a forward.

* 1. Development and Academy contracted players may play in the

 Munster Senior Cup without restriction.

* 1. Nationally or Provincially contracted players may not play in the

Munster Senior Cup if a Division 1 club is drawn against a non Division 1 club. A max of two players National or Professional contracts are only allowed to play, one forward and 1 back or 2 backs. Where a Senior Club side in Division 1A or 1B of the All Ireland League play a side from another Division than no National or Professional Contracted players are allowed play.

* 1. Any other player aged 18 or over is allowed to play in this competition
1. Dual Status will apply to this competition as per General Regulation Rule 7.4.9.
2. Clubs are entitled to tog no more than seven substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

**APPENDIX ‘B’**

**Munster Junior Challenge Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be called the Munster Junior Challenge Cup or what ever name the Branch may decide at a Branch meeting.
3. The Cup shall be open for annual competition to all Second XV of Senior Clubs affiliated to the Munster Branch I.R.F.U. and to all Junior clubs participating in the Munster Junior League.
4. The Domestic Rugby Game Sub-Committee shall determine the format of the competition as well as the Plate and Bowl competitions before the start of the season.
5. General Regulation Rule 6.8 will apply to all rounds with the exception of the final where General Regulation rule 6.9 will apply.
6. Eligibility: 7.1 Players with National, Professional or Development Contracts cannot play.

7.2 Only palyers of Junior 1 status (including Academy contracterd) players are eligeble.

 A players status will remain for the remainder of the competition once they started their clubs first round of the competition as a Junior 1 player, this rule will apply to dual status players.

8. Same eligibility rules apply to the Junior Plate and Bowl.

9. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11

**APPENDIX ‘C’**

**Munster Seconds League**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

1. The competition is for the 2nd XV of clubs participating in the All Ireland League.
2. The Domestic Rugby Game Sub-Committee shall determine the format of the competition before the start of the season.
3. The position of a club in a Division shall be established by awarding FOUR League points for a win and TWO League points for a draw. ONE bonus point will be awarded to a club scoring FOUR or more tries in a match and ONE bonus point to a club losing by SEVEN points or less.
4. Placings in the League will be decided by the team having the most points. In the event of two teams or more having the same number of points, placings will be decided by the team(s) with the most number of wins, number of draws and then head-to-head in that sequence. If still level the Competition Manager shall decide on the format.
5. Eligibility: 6.1 Players with National, Professional or Development Contracts cannot play.
	1. A player who is on a senior representative panel or starts a senior

representative game or for his club’s FirstXV on the same weekend is not eligible to play in the League on the same weekend. A player who comes on as a substitute or temporary replacement in a First XV game will be eligible to play for his club in a League game on the same weekend.

* 1. On a weekend when a club does not have a competitive First XV

fixture, a player will be eligible to play in the league provided that he did not start in his club’s previous First XV competitive game.

* 1. In the event of a play-off game on a weekend when a club’s First XV

does not have a competitive fixture, only players of Junior 1 status or lower may play in this competition.

7. If, a week prior to the quarter-finals date, there are any outstanding fixtures

 than they will be treated as a drawn game and rule 5 will apply accordingly.

8. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11

**APPENDIX ‘D’**

**Munster Junior 2 Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

1. The competition is for players that are of Junior 2 status. The finalists of the Gleeson League and the South Munster Junior 2 League (or top two sides in these Leagues) shall qualify for this competition. The winners of the Gleeson League will be at home to the runners up in South Munster Junior 2 League and the winners of the South Munster Junior 2 League will be at home to the Gleeson League runners up in the semi-finals. The final will rotate between North and South Munster as per General Regulation Rule 6.7.
2. The Domestic Rugby Game Sub-Committee shall determine the format of the competition before the start of the season.
3. General Regulation Rule 6.8 will apply to all rounds of this competition.
4. The Tony O’Flynn Cup (donated by Douglas RFC) will be presented to the winners.
5. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11
6. Players of Junior status or higher are not allowed play in this competition.

**APPENDIX ‘E’**

**Munster Qualifying Leagues**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The Leagues shall be called the Munster Qualifying League Division 1, 2 and 3 Championship.

3. The Leagues shall be under the control of the Munster Qualifying League Clubs and Non-Qualifying League Clubs Sub-Committee hereafter referred to as the Munster Junior Clubs Committee.

4. These Competitions shall comprise of Munster Qualifying League and Non-Qualifying League Clubs affiliated to the Munster Branch IRFU. The Leagues of no more than 14 teams In Division 1 and 2 and the remainder in Division 3.

5. The Munster Junior Clubs Committee shall be responsible for the running of the Competitions.

5.1. Dates for All Fixtures and Re-arrangements will be decided on by the Munster Junior Clubs Committee.

5.2. Correspondence relating to Fixtures and Re-arrangements in the above competitions, namely Munster Qualifying Leagues Division 1, 2 and 3 must be directed to the Hon. Secretary or Assistant Hon. Secretary of the Munster Junior Clubs Committee

5.3. Subject to remaining rules when dates have been sanctioned they cannot be changed without the permission of the Munster Junior Clubs Committee or Emergency Committee (where appropriate)

**Sanction: 5.11 of General Rules & Regulations shall apply.**

5.4. Clubs are advised that week-ends not catered for in the drawing up of the above competitions will be used by the Munster Junior Clubs Committee for slotting in postponed/re-arranged games for competitive rugby.

 **i.e. there are no “Free Week-ends”.**

6. PROMOTION/RELEGATION

6.1. Depending on promotion or relegation from the All-Ireland League the Munster Qualifying Leagues shall be structured at the discretion of the Munster Junior Clubs Committee. 6.2. Relegation from Division 1, 2 & 3 shall be 1, 2, 3 or 4 dependent on relegation from the All Ireland League so as to maintain no more than14 Teams in Divisions 1 & 2 with remainder in Division 3 – as per rule 4 above. Teams relegated in Division 3 must reapply for admission to play in the League.

6.3. The Top Club in Division 1 at the completion of the League will qualify for the AIL Provincial Qualification Competition.

6.4. The Top Two Clubs in Division 2 at the completion of the League will be promoted.

 6.5. The Top Two Clubs in Division 3 at the completion of the League will be promoted.

7. THE POSITION

7.1. The position of a club in a Division shall be established by awarding FOUR League points for a win, and TWO league points for a draw. One bonus point will be awarded to a club scoring FOUR or more tries in a match, and ONE bonus point to a club losing by SEVEN points or less.

 8. PLACINGS

8.1. Placing in the Munster Leagues will be decided by the team having the most points. In the event of two teams or more in a Division having the same number of points, winning the division, promotion and relegation will be decided by the team(s) with the most number of wins, no of draws and then head-to-head in that sequence. If more than 2 teams are equal the Munster Junior Clubs Committee shall decide on the format.

8.2. Failure of any club to fulfil a League Fixture

**Sanction: 5.10 of General Rules & Regulations shall apply.**

8.3. Failure to fulfil a second league fixture shall result in automatic demotion to the next lower division or next lower grade for that club for the next season. All of the clubs league matches in that season shall be declared null and void.

8.4. In the event of a club having failed to fulfil a League fixture with another club, in the event of a relegation situation, the club(s) who has failed to field a team(s) for a League fixture will be relegated.

8.5. The Munster Junior Clubs Committee can exercise at it’s discretion the powers contained in General Rule 4.2.

9. ELIGIBILITY:

 9.1. Only Players of Current Junior Status may play in the Munster Qualifying Leagues.

 9.2. Where a Player transfers from a Senior Club to a Junior Club or is coming from abroad to a Junior Club, the player cannot play Dual Status for the first season.

9.3. Senior Interprovincial/International players who have played within two seasons are ineligible, except with the permission of the Munster Junior Clubs Committee.

9.4. Players Under 18 years of age are not allowed play in these competitions.

10. Team Sheet Procedure Rules shall be in accordance with General Rule 7.4.10.

11. Clubs are entitled to tog no more than five substitutes and the “Rolling

 Substitution” rules will apply as per General Regulation Rule 7.4.11.

12. Clubs participating in the Munster Qualifying League Championship are deemed to have accepted these rules and regulations. **NOTE: Ignorance of these rules will not be accepted as a basis for an objection.**

**APPENDIX ‘F’**

**Munster Junior Clubs Challenge Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These regulations govern the Munster Junior Clubs Challenge Cup, Munster Junior Clubs Challenge Shield and Martin O’Sullivan Cup and shall be under the control of the Munster Qualifying League Clubs and Non-Qualifying League Clubs Sub-Committee hereafter referred to as the Munster Junior Clubs Committee.

3. These Competitions shall comprise of Munster Qualifying League and Non-Qualifying League clubs affiliated to the Munster Branch IRFU.

4. The Munster Junior Committee shall decide what sides play in what

 competition and the format of the competition.

5. General Regulation Rule 6.8 will apply to all rounds of these competitions including finals.

6. The Munster Junior Clubs Committee shall decide the venues for semi finals and finals. In all other rounds the first drawn team shall have home advantage.

7. The Munster Junior Clubs Committee shall be responsible for the running of the Competitions.

7.1. Dates for All Fixtures and Re-arrangements will be decided on by the Munster Junior Clubs Committee.

7.2. Correspondence relating to Fixtures and Re-arrangements in the above competitions, namely Munster Junior Clubs Challenge Cup, Munster Junior Clubs Challenge Shield and Martin O’Sullivan Cup must be directed to the Hon. Secretary or Assistant Hon. Secretary of the Munster Junior Clubs Committee.

7.3. Subject to remaining rules when dates have been sanctioned they cannot be changed without the permission of the Munster Junior Clubs Committee or Emergency Committee (where appropriate).

**Sanction: Clubs who contravene this rule shall be regarded as having lost the match.**

7.4. Clubs are advised that week-ends not catered for in the drawing up of the above competitions will be used by the Munster Junior Clubs Committee for slotting in postponed/re- arranged games for competitive rugby. **i.e. there are no “Free Week-ends”.**

8. ELIGIBILITY:

 8.1. Only Players of Current Junior Status may play in the Munster Junior Clubs Challenge Cup, Munster Junior Clubs Challenge Shield and Martin O’Sullivan Cup.

 8.2. Where a Player transfers from a Senior Club to a Junior Club or is coming from abroad to a Junior Club, the player cannot play Dual Status for the first season.

8.3. Senior Interprovincial/International players who have played within two seasons are ineligible, except with the permission of the Munster Junior Committee.

8.4. Players Under 18 years of age are not allowed play in these competitions.

9. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

10. Team Sheet Procedure Rules shall be in accordance with General Rule 7.4.10

11. An entry fee per club is required from all clubs each season at the discretion of the Munster Junior Clubs Committee

12. Clubs participating in these Cup competitions are deemed to have accepted these rules and regulations. **NOTE**: **Ignorance of these rules will not be accepted as a basis for an objection.**

**APPENDIX ‘G’**

**Limerick Charity Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be under the control of the North Munster Sub Committee of the Munster Branch IRFU.
3. All Senior Clubs in the North Munster Sub-Committee area shall be eligible to play. The Committee may invite other clubs to participate in this competition.
4. The final shall be played at a venue nominated by the North Munster Sub-Committee.
5. Proceeds of all games go to the North Munster Sub Committee.
6. A side who fails to fulfil a fixture, shall be liable to a fine of €400 and the North Munster Sub-Committee shall nominate a charity to receive same.
7. The North Munster Sub-Committee shall be responsible for the collection of all gate money and shall be distributed to charity.
8. General Regulation Rule 6.8 will apply to all rounds of this competition.
9. Eligibility:
	1. Development and Academy contracted players may play in the Limerick Charity Cup without restriction.
	2. Provincially Contracted Players may not play in the Limerick Charity Cup if a Division 1 club is drawn against a non Division 1 club. A max of two Provincially Contracted Players (excluding Development and Academy Players) are only allowed to play, one forward and 1 back or 2 backs.
	3. Where a Senior Club side in Division 1A or 1B of the All Ireland League play a side from another Division than no Professional Contracted Players are allowed play.
	4. Any other player aged 18 or over is allowed to play in this competition.
	5. Dual Status will apply to this competition as per General Regulation Rule 7.4.9.

10. Clubs are entitled to tog no more than seven substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11

1. An entry fee per club is required from all clubs unless already paid

for in another competition for that season

**APPENDIX ‘H’**

 **Transfield Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U. The competition shall be under the control of the North Munster Sub Committee of the Munster Branch IRFU.
2. The North Munster Sub-Committee shall decide on which clubs should play in this competition.
3. The final shall be played at a venue nominated by the North Munster Sub-Committee.
4. General Regulation Rule 6.8 will apply to all rounds of this competition.
5. Eligibility:

a. Only players of Junior Status in the current season shall be eligible to play in the competition.

1. A player may not play in this competition if he has started a match at a higher grade on the same weekend.
2. Clubs are entitled to tog no more than seven substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.
3. An entry fee per club is required from all clubs unless already paid for in another competition for that season.

**APPENDIX ‘I’**

 **Gleeson League**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be under the control of the North Munster Sub Committee of the Munster Branch IRFU.
3. The competition shall be called the Gleeson Junior Two League.
4. The position of a club in a Division shall be established by awarding FOUR League points for a win and TWO League points for a draw. ONE bonus point will be awarded to a club losing by SEVEN points or less.
5. The top three teams in Division 1A and the winners of Division 1B will qualify for the semi finals. The winners of each Division will have a home semi final.
6. The bottom team in Division 1a will be relegated to Division 1B and the top team in Division 1B will be promoted to Division 1A.
7. Eligibility: a. A player may not play in this competition if he has started a match at a higher grade on the same weekend.

b. Any player who has started an AIL League, All Ireland Cup or higher grade Munster Branch Competition in the current season is not eligible to play in the current season.

c. Any player not selected at Junior 1 level in which he played competitively in the previous week, may play at a lower grade in the following weekend, if his club has a competitive fixture at a grade immediately above which the dropped player has been selected. Not more than three dropped players can play in one week. Under special circumstances, a club may seek the permission of the North Munster Sub-Committee to play a player who does not satisfy the above condition.

7. Knockout Stages:

a. Only players who have played in the League shall be qualified to play in the knockout stages i.e. section play-offs, semi-finals or final.

8. Clubs are entitled to tog no more than seven substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

9. An entry fee per club is required from all clubs unless already paid

 for in another competition for that season.

**APPENDIX ‘J’**

 **Webb Cup & O’Carroll Plate**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. These competitions shall be under the control of the North Munster Sub Committee of the Munster Branch IRFU.
3. The Trophy presented by the Webb family to be known as the Webb Cup to be competed for annually between the 2nd XV of Junior clubs and the 3rd XV of Senior clubs in the North Munster area.
4. The O’Carroll Plate is for losers in the First Round of the Webb Cup. This trophy was presented by Bruff RFC.
5. Each club desirous of competing, shall give notice to the Hon. Sec. of the North Munster Sub-Committee by March 1st of the prior season.
6. (a) The draw shall be open and the draw to be made by the North Munster Sub- Committee each season.
7. Only players who are eligible to play in the Gleeson league are eligible to play. Players who have played in a higher grade Cup Competition are inelegible to play in the competition.
8. The competition shall be played on a knock-out basis.
9. Clubs are entitled to tog no more than seven substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11. .

 10. An entry fee per club is required from all clubs unless already paid

 for in another competition for that season.

**APPENDIX ‘K’**

 **McInerney Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be under the control of the North Munster Sub Committee of the Munster Branch IRFU.
3. The competition shall be called the McInerney Cup.
4. The competition shall be under the control of the North Munster Sub Committee of the Munster Branch IRFU.
5. The North Munster Sub-Committee shall decide on which clubs should play in this competition.
6. No club shall enter more than one team and no individual shall be eligible to play for more than one club in the same competition.

7. Eligibility:

a. A player may not play in this competition if he has started a match at a higher grade on the same weekend.

b. Any player who has started an AIL, All Ireland Cup or higher grade in

 the current season is not eligible to play in the current season.

c. Any player not selected at a grade in which he played competitively in the previous week, may play at a lower grade in the following weekend, if his club has a competitive fixture at a grade immediately above which the dropped player has been selected. Not more than three dropped players can play in one week. Under special circumstances, a club may seek the permission of the North Munster Sub-Committee to play a player who does not satisfy the above condition.

8. Clubs are entitled to tog no more than seven substitutes. Rolling substitutes are allowed in this competition as per General Regulation Rule 7.4.11.

9. An entry fee of €50 per club is required from all clubs unless already paid

 for in another competition for that season.

**APPENDIX ‘L’**

 **Cork Charity Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be under the control of the South Munster Sub Committee of the Munster Branch IRFU.

3. The competition shall be known as the Cork Charity Cup.

4. All Senior Clubs in the South Munster Sub-Committee area shall be eligible to play. The Committee may invite other clubs to participate in this competition.

5. The final shall be played at a venue nominated by the South Munster Sub-Committee.

6. Proceeds of all games go to the South Munster Sub Committee.

7. A side who fails to fulfil a fixture, shall be liable to a fine of €400 and the South Munster Sub-Committee shall nominate a charity to receive same.

8. The South Munster Sub-Committee shall be responsible for the collection of all gate monies which shall be distributed to charity

9. General Regulation Rule 6.8 will apply to all rounds of this competition.

10. Eligibility:

a. Development and Academy contracted players may play in the Cork Charity Cup without restriction.

b. Provincially Contracted Players may not play in the Cork Charity Cup.

c. If a Division 1 club is drawn against another Division 1 club. A max of two Provincially Contracted Players (excluding Development and Academy Players) are only allowed to play, one forward and 1 back or 2 backs.

d. Where a Senior Club side in Division 1A or 1B of the All Ireland League play a side from another Division than no Professional Contracted Players are allowed play.

e. Any other player aged 18 or over is allowed to play in this competition.

11. Clubs are entitled to tog no more than seven substitutes and the “Rolling Substitution” rules will apply as per General Regulation rule 7.4.11.

12. Dual Status will apply to this competition as per rule General Regulation 7.4.9 are allowed play in this competition.

**APPENDIX ‘M’**

 **South Munster Junior League**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be under the control of the South Munster Sub Committee of the Munster Branch IRFU.

3. The South Munster Junior League shall be open to the 2nd XV’s of all Senior Clubs and Junior Clubs competing in the Munster Junior Challenge Cup in the South Munster Sub-Committee area.

4 A player may not represent more than one club in this competition, except by prior permission of the South Munster Sub-Committee.

5. Players who has started a game with the 1st XV of any Senior Club on the same weekend may not play in this competition.

6. A player who comes on as a substitute is deemed not to have played in that game.

7. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11

8. The position of a club in a Division shall be established by awarding FOUR League points for a win and TWO League points for a draw. ONE bonus point will be awarded to a club scoring FOUR or more tries in a match and ONE bonus point to a club losing by SEVEN points or less.

9. Placings in the League will be decided by the team having the most points. In the event of two teams or more having the same number of points, placings will be decided by the team(s) with the most number of wins, number of draws and than head-to-head in that sequence. If still level the Competition Manager shall decide on the format.

**APPENDIX ‘N’**

 **South Munster Junior 2 Cup, Plate, Bowl**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be under the control of the South Munster Sub Committee of the Munster Branch IRFU.

3. The competition shall be called “The South Munster Junior 2 Cup” - previously the “Minor ‘A’ CUP’. The Plate shall be called the “Dave Dineen Cup” and the Bowl shall be called “Paul Twomey Cup”

4. The competition shall be open to all Clubs under the control of the South Munster Sub-Committee, I.R.F.U.

5. Eligibility

 a. Only players of Junior 2 status in the current year are eligible.

 b. A club that play in the All Ireland League and are not fielding a Seconds League team will not be allowed to play in these competitions if a player has been named on a team sheet for an All Ireland League game. A club may in exceptional circumstances make an appeal to the South Munster Sub Committee to get permission for a player to be allowed play.

6. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

**APPENDIX ‘O’**

 **South Munster Junior 2 League**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be under the control of the South Munster Sub Committee of the Munster Branch IRFU.

3. The competition shall be called the South Munster Junior 2 League. Similar competitions Mick Barry Cup and George O’Connell Cup will be run in tandem with the second phase of the Junior 2 League and these rules will also apply to these competitions.

4. a. Only players of Junior 2 status or lower shall play in this competition

b. A club that play in the All Ireland League and are not fielding a Seconds League team will not be allowed to play in these competitions if a player has been named on a team sheet for an All Ireland League game. A club may in exceptional circumstances make an appeal to the South Munster Sub Committee to get permission for a player to be allowed play.

c. A player who starts a match at a higher grade on the same week-end is not eligible.

d. As an exception to 4a above players of Junior 2 status are allowed play if dropped from a competitive game.

5. The competition shall be open to all clubs under the control of the South Munster Sub-Committee who shall decide the format of the competition.

6. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

7. The position of a club in a Division shall be established by awarding FOUR League points for a win and TWO League points for a draw. ONE bonus point will be awarded to a club scoring FOUR or more tries in a match and ONE bonus point to a club losing by SEVEN points or less.

8. Placings in the League will be decided by the team having the most points. In the event of two teams or more having the same number of points, placings will be decided by the team(s) with the most number of wins, number of draws and then head-to-head in that sequence. If still level the Competition Manager shall decide on the format.

**APPENDIX ‘P’**

 **The Dennehy Cup / Muskerry Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be under the control of the South Munster Sub Committee of the Munster Branch IRFU.

3. Clubs may enter more than one team.

4. All matches must be played on the dates set by the Hon Fixtures Secretar

5. The final of the competition will be played at Highfield R.F.C. Grounds or at a venue nominated by the South Munster Sub-Committee.

6. Eligibility

a. Only players of Junior 2 status or lower from the previous season are eligible.

b. A club that play in the All Ireland League and are not fielding a Seconds League team will not be allowed to play in these competitions if a player has been named on a team sheet for an All Ireland League game. A club may in exceptional circumstances make an appeal to the South Munster Sub Committee to get permission for a player to be allowed play.

7. In the event of a club entering more than one team, they must nominate their respective teams prior to their first round of the competition to the Hon. Secretary of the South Munster Branch.

8. Where a club has entered more than one team in the competition, a player may play with one team only.

9. A player may play with only one team in the competition including as a replacement.

10. Teams beaten in their first match shall compete in the subsidaary competition (Muskerry Cup) as per the draw of the Dennehy Cup.

11. Only players eligible to play in the Dennehy Cup competition shall be eligible to play in the Muskerry Cup competition.

12. The final of the Muskerry Cup competition will be played at Muskerry R.F.C. Grounds or at a venue nominated by that Club.

13. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

**APPENDIX ‘Q’**

 **South Munster Junior 3 Cup and Plate**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be under the control of the South Munster Sub Committee of the Munster Branch IRFU.

3. The competition shall be called “The South Munster Junior 3 Cup” - previously the “Minor ‘B’ Cup”.

4. The competition shall be open to all Clubs under the control of the South Munster Sub-Committee, I.R.F.U.

5. Eligibility

 a. Only players of Junior 3 status or lower shall play in this competition

b. A club that play in the All Ireland League and are not fielding a Seconds League team will not be allowed to play in these competitions if a player has been named on a team sheet for an All Ireland League game. A club may in exceptional circumstances make an appeal to the South Munster Sub Committee to get permission for a player to be allowed play.

c. A player who starts a match at a higher grade on the same week-end is not eligible.

d. As an exception to 5a above players of Junior 3 status are allowed play if dropped from a competitive game

6. Teams beaten in their first match shall compete in the subsidiary competition (Tait Cup).

7. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

**APPENDIX ‘R’**

 **South Munster Junior 3 League**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be under the control of the South Munster Sub Committee of the Munster Branch IRFU.

2. The competition shall be called the South Munster Junior 3 League.

3. Eligibility

 a. Only players of Junior 3 status or lower shall play in this competition

b. A club that play in the All Ireland League and are not fielding a Seconds League team will not be allowed to play in these competitions if a player has been named on a team sheet for an All Ireland League game. A club may in exceptional circumstances make an appeal to the South Munster Sub Committee to get permission for a player to be allowed play.

c. A player who starts a match at a higher grade on the same week-end is not eligible.

d. As an exception to 3a above players of Junior 3 status are allowed play if dropped from a competitive game

4. The competition shall be open to all clubs under the control of the South Munster Sub-Committee, I.R.F.U.

5. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

6. Where a side are unable to field a team of fifteen than their opponents must play with the same number of players (minimum 12 aside) but will still be allowed to tog no more than twenty players with the remaining players shall be allowed to be used as Substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

7. The position of a club in a Division shall be established by awarding FOUR League points for a win and TWO League points for a draw. ONE bonus point will be awarded to a club scoring FOUR or more tries in a match and ONE bonus point to a club losing by SEVEN points or less.

8. Placings in the League will be decided by the team having the most points. In the event of two teams or more having the same number of points, placings will be decided by the team(s) with the most number of wins, number of draws and than head-to-head in that sequence. If still level the Competition Manager shall decide on the format.

**APPENDIX ‘S’**

 **Cork County Cup / O’Neill Cup**

* 1. The following specific regulations are in addition to the General Regulations

covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be called The Cork County Cup or O’Neill Cup.

3. The competition shall be governed by the Cork County Committee.

1. The competition shall be open to all Junior clubs affiliated to the Cork County Committee. Additional clubs may be invited to participate in the competition at the discretion of the Committee.

5 Eligibility

 a. Only players of Junior status or lower shall be eligible to play.

6. The Committee shall decide on the format of the competition and venue for the final.

7. In the event of a tie in any game in the competition see General regulations governing Munster Cup competitions Section General Regulation rule 6.8 i.e. a decision on day applies.

8. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

9. The Committee will have power each season to present 22 medals to the winning team.The club may purchase extra medals if they wish.

**APPENDIX ‘T’**

 **Kelly Cup**

1. The following specific regulations are in addition to the General Regulations

covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be governed by the Cork County Committee.

3. Only Clubs under the control of the Cork County Committee shall be eligible

to compete in the competition.

4. The competition shall be for clubs who are playing in the J2 league South or

2nd sides of Jun 1 Div 1 Clubs who must play in the Kelly Cup and not in the McCarthy Cup. Other Clubs may be invited to participate on application to the Cork County Committee.

5. Players must be of J2 status and must not have played in the Munster Junior

Challenge Cup, Shield or the Martin O’Sullivan Cup. of the current season.

6. Any player who has started in 50% or more of this seasons J1 league

matches to date shall not be eligible.

7. Any club which has withdrawn from their respective leagues is automatically

disqualified from the Kelly Cup.

8. In the event of a tie in any game in this competition see General Regulation Rule 6.8 of governing Munster Cup competitions.

9. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

**APPENDIX ‘U’**

 **McCarthy Cup**

1. The following specific regulations are in addition to the General Regulations

covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be governed by the Cork County Committee

3. The competition will be for players of Junior 3 status or lower.

4. It will be played on a knockout basis.

5. Only clubs affiliated to the Cork County Committee are eligible to play.

6. Any player who has started in 50% or more of league and cup games at a higher level eg. The Kelly Cup, County and O’Neill Cups, the Junior Challenge Cup and Shield and the Martin O’Sullivan Cup is not eligible.

7. Clubs are entitled to tog no more than five substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

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**APPENDIX ‘V’**

**McELLIGOTT CUP**

1. The following specific regulations are in addition to the General Regulations

covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be governed by the Kerry County Committee.

3 (a) The McElligott Cup is for the First XV of Junior Clubs in Kerry and neighbouring counties whom the Committee decides to invite to participate in the competition.

(b) Kerry Clubs with the permission of the Kerry County Committee may opt for the Galwey-Foley Cup instead.

4 The competition shall be run on a league basis. The top two teams after the league series will contest the final. In the event of equality of points, points difference will be taken into consideration; if there is still equality, points scored will be the deciding factor.

5 (a) Each Club wishing to compete shall notify the Honorary Secretary of the Kerry County Committee in writing by March 1st of prior season.

(b) The fixtures will be drawn up by the Kerry County Committee.

(c) No Club shall be allowed to take part in this competition unless entry fee is paid. Entry fee is determined by the Kerry County Committee.

**APPENDIX ‘W’**

**GALWEY-FOLEY CUP**

1. The following specific regulations are in addition to the General Regulations

covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be governed by the Kerry County Committee.

3 (a) The Galwey-Foley Cup is for the Second XV of Junior Clubs in Kerry and neighbouring areas whom the Committee decides to invite and for Kerry Clubs who have been allowed by the Kerry County Committee to opt for the Galwey-Foley Cup.

 (b) Where a side is unable to field a team of fifteen, then their opponents

 must play with the same number of players (minimum 12 a side)but

 will still be allowed to tog out no more than twenty players, with

 the remaining players allowed to be used as substitutes, with the

 rolling substitutions rule applying.

4 The competition shall be run on a knockout basis.

5 (a) Each Club wishing to compete shall notify the Honorary Secretary of the Kerry County Committee in writing by March 1st of prior season. (b) The draw will take place at the April meeting of the Kerry County Committee.

(c) No Club shall be allowed to take part in this competition unless entry fee is paid. Entry fee is determined by the Kerry County Committee.

6 (a) Any player who has played in the McElligott Cup is ineligible to play in

the Galwey-Foley Cup.

 (b) Any player who comes on as a replacement, whether temporary or permanent, in the McElligott Cup is deemed eligible for the Galwey- Foley Cup.

(c) Any player who has played in three Munster Junior League games is not eligible to play in the Galwey-Foley Cup.

7. Final to be played in Kerry at a neutral venue selected by the Kerry County Committee.

 **APPENDIX ‘X’**

 **Under 20 Leagues**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The competition shall be open to all Clubs under the control of the Munster Branch IRFU.

3. The Domestic Rugby Game Sub-Committee shall determine the format of the competition before the start of the season.

4. The position of a club in a Division shall be established by awarding FOUR League points for a win and TWO League points for a draw. ONE bonus point will be awarded to a club scoring FOUR or more tries in a match and ONE bonus point to a club losing by SEVEN points or less.

5. In the event of clubs being equal in league points, the side that has won the most games, or have gained more draws, or have won the game between the sides, or a play off, in that order shall decide who will finish in the higher position.

6. A Club who are able to field with a full compliment of Front Row Players(5) and because of injury during the game to front row players, they are unable to continue with three front row players, than the game can be completed with uncontested scrums and the result will stand. If a game goes to uncontested scrums and a side are unable to field a full compliment of Front Row Player (5) than the opposing side maybe awarded the game and will receive four points.

7. Failure of any club to start a league game shall result in them being deducted four points. Their opponents will be awarded four points. In the event of a side that gained a bonus point against the offending side, same shall be discarded for determining the position in the League.

8. A Club that gives two walk overs will be deemed to have withdrawn from the League and their previous results shall be declared null and void.

9. **ELIGIBILITY**

9.1 Players must be under 20 years of age on **January 1ST of the current season.**

9.2 **Players must have reached their 18th birthday to be eligible to play in this competition.**

* 1. Dual Status will apply to this competition as per General Regulation Rule 7.4.9
	2. Clubs are entitled to tog no more than seven substitutes and the “Rolling Substitution” rules will apply as per General Regulation Rule 7.4.11.

**APPENDIX ‘XX’**

**Donal Walsh Trophy**

1. The competition shall be called the Under Twenty South Western Conference.
2. All Clubs competing in the Conference shall be deemed to have accepted and be bound by these regulations.
3. Subject to the overriding authority of the Union, the competition shall be organised and controlled by the Organising Committee, comprising of a representative each from, the Connacht Branch, North Munster and South Munster Sub-Committees of the Munster Branch.
4. Subject to the overriding authority of the Union and the other provisions of these regulations:

4.1 The Organising Committee shall have responsibility for the operation and control of the competition and for ensuring compliance by all Clubs and persons involved with these regulations.

4.2 The Organising Committee shall have power to act on its own initiative and to make decisions for the proper administration of the Conference and compliance with these regulations and to impose such sanctions as may be permitted by these regulations.

1. **STRUCTURES:**

5.1 Section A-from Limerick/Cork/Waterford area

Section B- from Galway/Limerick/ Nenagh area

In Round 1 each Section will have 8-9 teams. Each team will play each other once

giving 7 to 8 matches.

After Round 1 the top 4 in each Section will form Group 1 & bring with them the points from Round1.

The bottom teams in Section A & B will form Group 2 & bring points with them.

Each team in Group 1 will play one another giving 4 matches same applies in Group 2

At the end of Round 2 – numbers 1 & 2 in Group 1 will qualify for AIL quarter final.

3 in Group 1 will play Winner Group 2

4 in Group 1 will play number 5 in Group 1

3 & 4 Will have home advantage.

1 will play 2 in League Final

5.2 In the event of Clubs being tied at full time in play off games, extra time of ten minutes each way will be played. In the play off game in section 5.1 above, if the sides are still level, then the home side shall be declared the winners.

1. In all other ties the following will apply:
2. If still tied, the Club who has scored the most tries is the winner.
3. If still tied, the Club who has scored the first try is the winner.
4. If still tied, the Club who scored first is the winner.
5. If still tied, the home side in the semi-final will be the winner.
6. If still tied in the final tie, a replay shall be arranged.

5.3 In the event of clubs being equal in league points, the side that has won the

most games, or have gained more draws, or have won the game between the sides, or a play off, in that order shall decide who will finish in the higher position.

1. **PLAYER ELIGIBILITY**

6.1 Players must be under 20 years of age on **January 1ST 2015.**

6.2 Panel for competition consists of **34 players**.

6.3 All players on the panel must be registered with the appropriate Club under the I.R.F.U. National

Registration.

6.4 The panel of players must be notified to the Organising Committee 96 hours before the competition begins.

6.5 All Clubs with a Senior Team in AIL DIV 1A or DIV 1B will be allowed to include **three** Dual Status Players in their Panel of **34 Players**, all Clubs with a Senior Team in AIL DIV 2A or DIV 2B are entitled to **six** Dual Status Players in their Panel of **34 players**, this also applies to Junior Clubs involved in the U20 league but they must first receive clearance from his club in writing on Club headed note paper and signed by the Honorary Secretary or Acting Honorary Secretary of such Club.

**This must be sent to the Hon Sec of the Organising Committee.**

The Dual Status Player must be registered with a club from the same Province as the Club he is going to play with. The Organising Committee must be notified before he participates in the competition. An Overseas player may not play as a Dual Status player for any club.

**NOTE:** Where a side is an amalgamation of two clubs or more, the players from those clubs are not considered as Dual Status players for that side.

6.6. A player can only be registered with one Club (including Dual Status).

However in exceptional circumstances the Organising Committee may allow a player play with another Club, provided that he has not played in the competition or listed as a sub in any game that club played for that season.

6.7 Players must have reached their 18th birthday to be eligible to play in this competition.

6.8 All front row players must have a “P” or “H” after their names when panels are submitted or when front row players are added to the panel

6.9 Each Club is permitted to register one overseas player {as defined in the AIL Rules} and they must have the necessary clearance before playing in the competition.

1. **REPLACEMENT/SUBSTITUTES**

7.1 Clubs may tog up to seven additional players, who may act as substitutes or replacements, subject to Law 3 of the Laws of the Game.

7.2 A team should have five players who can play in front row positions, two of whom can play hooker and three of whom can play prop. IRB RULE 3.5(a)

|  |  |
| --- | --- |
| **Number of Players** | **Number of suitably trained and experienced players** |
| 15 or less | 3 players who can play in the front row |
| 16, 17 or 18 | 4 players who can play in the front row |
| 19, 20, 21 or 22 | 5 players who can play in the front row |

1. ROLLING SUBSTITUTES 7.4.11 of the Munster Branch Rules and Regulations apply.
2. The General Rules and Regulations Governing Munster Fixtures (including League Competitions Apply)
3. Objections and Appeals 2.0 of the Munster Branch Rules and Regulations apply.
4. The home team is responsible for advising the Organising Committee the correct result with full details of score and number of tries scored within 36 hours of completion of game. Failure to comply fully may result in a penalty or fine against the Club.

**APPENDIX ‘Y’**

 **Under 20 Cups**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. The North Munster Under 20 Cup competition shall be under the control of the North Munster Sub Committee of the Munster Branch IRFU and the South Munster Under 20 Cup competition shall be under the control of the South Munster Sub Committee of the Munster Branch IRFU.

3. The competition shall be open to all Clubs under the control of the respective Sub-Committees.

4. **ELIGIBILITY**

4.1 Players must be under 20 years of age on **January 1ST of the current season.** .

4.2 **Players must have reached their 18th birthday to be eligible to play in this competition.**

5. Dual Status will apply to this competition as per rule 7.4.9.

6. The Committee shall decide on the format of the competition and venue for the final

7. In the event of a tie in any game the General Regulations governing Munster Cup competitions Section 6.9 i.e. a decision on the day applies.

8. Clubs are entitled to tog no more than seven substitutes and the “Rolling Substitution” rules will apply as per rule 7.4.11

**APPENDIX ‘AA’**

**Garryowen Cup**

* + - * 1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
				2. The competition shall be under the control of the Tipperary County Committee.
				3. The trophy was presented by Garryowen F.C. in 1924.
				4. All Junior Clubs in Tipperary playing in the Munster Junior League and Senior Second teams of Tipperary Senior Clubs shall be eligible to play. The Committee may invite other clubs to participate in this competition.
				5. The Entrance Fee will be confirmed each season at a Tipperary County Committee meeting held in June/July/Aug prior to the season’s start at which the draw is made. 5 b. Entry fees must be paid prior to the draw being made. Sanction Clubs not paid up will be the last team out of the draw
				6. The final shall be played at a venue nominated by the Tipperary County Committee. The option is there for finalists to toss for venue.
				7. Eligibility Rules as per Munster Junior Cup will apply.
				8. General Regulations Rule 6.8 will apply to all rounds with the exception of the final where General Regulations rule 6.9 will apply.
				9. All Other rules for Munster Junior Challenge Cup (Appendix B) will apply.
				10. Objections and Appeals will be as per General Regulations Rule 2.
				11. The club winning any competition shall be responsible for the safe keeping and good condition of the trophy. The trophy shall be returned no later than 2 weeks before the final of the relevant competition.Failure to return the trophy or repair a damaged trophy will result in the club being liable for cost of replaceing the trophy or replaceing it. Sanction: The club failing to return the trophy on time Shall be fined €100.
				12. Gate Collections: The officers/Committee members of the Tipperery County Committee shall ensure that gate collections are taken up at all finals,by themselves or by the host club,on the day.
				13. Proceeds of the gate,which will go to the provision of medals for the winning team,must be handed over within seven days to the Honorary Treasurer, Tipperary County Committee

**APPENDIX ‘AB’**

 **Mansergh Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be under the control of the Tipperary County Committee.
3. The trophy was presented by the Mansergh family, Tipperary.
4. All Junior Clubs in Tipperary playing in the Munster Junior League and Senior Second teams of Tipperary Senior Clubs shall be eligible to play. The Committee may invite other clubs to participate in this competition.
5. The Entrance Fee will be confirmed each season at a Tipperary County Committee meeting held in June/July/Aug prior to the season’s start at which the draw is made. 5 b. Entry fees must be paid prior to the draw being made. Sanction Clubs not paid up will be the last team out of the draw
6. The final shall be played at Clanwilliam FC grounds in Tipperary. If unavailable the Tipperary County Committee shall nominate a venue.
7. Eligibility Rules as per Munster Junior Cup will apply.
8. General Regulations Rule 6.8 will apply to all rounds with the exception of the final where General Regulations rule 6.9 will apply.
9. All Other rules for Munster Junior Challenge Cup (Appendix B) will apply.
10. Objections and Appeals will be as per General Regulations Rule 2.
11. Rules 11. 12. 13. of the Garryowen Cup apply to this competition.

**APPENDIX ‘AC’**

 **Evans Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be under the control of the Tipperary County Committee.
3. The trophy was presented by the Evans family, Tipperary Town.
4. All teams in Tipperary shall be eligible to play. The Committee may invite other clubs to participate in this competition.
5. The Entrance Fee will be confirmed each season at a Tipperary County Committee meeting held in June/July/Aug prior to the season’s start at which the draw is made. 5 b. Entry fees must be paid prior to the draw being made. Sanction Clubs not paid up will be the last team out of the draw
6. The competition may be played as a knock out or on a league basis depending on the number of teams taking part.
7. The final shall be played at Clanwilliam FC grounds in Tipperary Town. If unavailable the Tipperary County Committee shall nominate a venue.
8. Eligibility Rules: Players who have not started 50% or more of clubs League (Munster Junior League, Seconds League) in the current season are eligible to play.
9. General Regulations Rule 6.8 will apply to all rounds with the exception of the final where General Regulations rule 6.9 will apply if competition is run as a knock out competition..
10. Objections and Appeals will be as per General Regulations Rule 2.
11. Rules 11. 12. 13. Of the Garryowen Cup apply to this competition.

**APPENDIX ‘AD’**

**Gleeson Memorial Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be under the control of the Tipperary County Committee.
3. The trophy was presented by Thurles RFC.
4. All teams in Tipperary shall be eligible to play. The Committee may invite other clubs to participate in this competition.
5. The Entrance Fee will be confirmed each season at a Tipperary County Committee meeting held in June/July/Aug prior to the season’s start at which the draw is made. 5 b. Entry fees must be paid prior to the draw being made. Sanction Clubs not paid up will be the last team out of the draw.
6. The competition may be played as a knock out or on a league basis depending on the number of teams taking part.
7. The final shall be played at Thurles RFC grounds. If unavailable the Tipperary County Committee shall nominate a venue.
8. Eligibility Rules: Players who have not started 50% or more of clubs League (Munster Junior League, Seconds League) in the current season are eligible to play.
9. General Regulations Rule 6.8 will apply to all rounds with the exception of the final where General Regulations rule 6.9 will apply if competition is run as a knock out competition..
10. Objections and Appeals will be as per General Regulations Rule 2.
11. Rules 11. 12. 13. Of the Garryowen Cup apply to this competition.

**APPENDIX ‘AE’**

 **O’Connor Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be under the control of the Tipperary County Committee.
3. The trophy was presented by Cashel RFC.
4. All teams in Tipperary shall be eligible to play. The Committee may invite other clubs to participate in this competition.
5. The Entrance Fee will be confirmed each season at a Tipperary County Committee meeting held in June/July prior to the season’s start at which the draw is made. 5 b. Entry fees must be paid prior to the draw being made. Sanction Clubs not paid up will be the last team out of the draw.
6. The final shall be played at Cashel RFC grounds. If unavailable the Tipperary County Committee shall nominate a venue.
7. Eligibility Rules as per Under 21 South Western Conference will apply.
8. General Regulations Rule 6.8 will apply to all rounds with the exception of the final where General Regulations rule 6.9 will apply.
9. All Other rules for South West Under 21 Conference will apply.

Objections and Appeals will be as per General Regulations Rule 2.

10. Rules 11. 12. 13 of the Garryowen Cup apply to this competition.

**APPENDIX ‘AF’**

 **Munster Schools Senior Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be under the control of the Munster Schools Committee

**ELIGIBILITY:**

1. Players must be Under 19 as at 1st January of the season in which the competition is played.
2. All players must be bona-fide students in the competing school when the competition is taking place.

 A bona-fide schoolboy is one who:

(a) Has been continually in full regular attendance during school hours (except in case of illness) from 1st October of the season;

(b) Is on the Department of Education October Roll Lists and following the recognised Department of Education Syllabus;

(c) Is entered for the relevant Department Examination and is in full regular attendance until the end of the academic year.

(d) In the event of a schoolboy being prevented by illness from giving full regular attendance during school hours, he shall not be disqualified if he can produce to the satisfaction of the Munster Schools Committee a Medical Certificate covering his period, or periods, of absence.

(e) Players must be in their second year at the school to play in this competition unless permitted otherwise by the Age Grade Committee in exceptional circumstances e.g. the family moving town or city. NOTE: This rule to be implemented in season 2013/2014.

In this Rule the words "full regular attendance" mean "full regular attendance at the school from which the boy is entered".

**ORGANISATION:**

1. The competition is administered by the Competition co-ordinator (as elected at the Munster Schools AGM) and the Munster Branch Competitions Manager.
2. Dates for the forthcoming competition are agreed by the Schools Committee at the Autumn meeting of the full Munster Schools Rugby Committee in conjunction with the Munster Branch Competitions Manager. **It is anticipated that schools attending this meeting would be in possession of relevant school dates as regards Holidays, examinations, tours etc.**
3. Schools are expected in the common good to make every reasonable effort to fulfil their obligations on time. If a difficulty is imminent, this must be brought to the attention of the school affected, the Competition Co-Ordinator and the Munster Branch Competitions Manager as soon as possible IN ADVANCE OF THE DIFFICULTY.
4. The Competition Co-Ordinator and the Munster Branch Competitions Manager will notify the refereeing authorities in good time of the dates of these games in order to facilitate the possible appointment of official referees.
5. If a school travels to an away fixture and the match is not played the rearranged fixture will be played as a home venue for the team who originally travelled.

**Teams/Panels/ Teamsheets:**

10. A panel of players consisting of the players’ names and their dates of birth signed by the principal on school headed paper must be lodged with the Competition Co-Ordinator and the Munster Branch Competitions Manager by **2nd Friday in January in the year of the competition**. This indicates a commitment to the competition and its rules.

11. Competing teams MUST exchange signed team sheets prior to kick-off. All players on the team sheets must be officially registered with the Munster Branch as per rule 5.7 General Regulations Governing Munster Fixtures.

12. Teams can only tog a max of twenty three which must include a full front row cover.

**Objections and appeals:**

13. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

14. A school has the right to appeal the ruling of an objection as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions.

15. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**THE DRAW:**

16. The draw for this competition will take place at the Munster Schools AGM each year.

17. (i) Four B Schools will play in the opening round of the Munster Schools Senior Cup with the winners playing each other in the Second Round.

(ii) The winner of the second round will be at home to an A School in Round Three

(iii) The winnerof Round Three along with the other seven A School sides will play in Round Four.

(iv) The four winners in Round Four will have home advantage against the losers in Round four in the Quarter Final.

(v) The draw for the Quarter Final will be –

E Winner of match A in Round 4 v Loser Match B in Round 4. F Winner of match B in Round 4 v Loser Match C in Round 4.

G Winner of match C in Round 4 v Loser Match D in Round 4. H Winner of match D in Round 4 v Loser Match A in Round 4.

(vi) The draw for the Semi Finals will be –

I Winner of match E v Winner Match G J Winner of match F v Winner Match H

**VENUES:**

18. The Competition Co-Ordinator and the Munster Branch Competitions Manager shall decide venues for each game.

19. Rockwell are included with Limerick schools for the purpose of rotation of the final.

20. Semi Finals and finals should be played where possible at Musgrave Park and Thomond Park.

21. Rule 6.7 of General Regulations Governing Munster Cup Competitions will apply for the final.

**DRAWN GAMES:**

22. In rounds up to the Quarter Finals, each game must produce a winner on the day. If the match is drawn than the following criteria will be used to determine the team to advance as the winner in the following order: (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score. (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows: The Referee shall decide which end the kicks will be taken at. The Referee shall toss to decide who takes the first kick. Each team will select one player to take three kicks from the 22. If still tied after three kicks, than there will be sudden death. Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

23. In the event of a quarter final, semi final or final ending in a draw, a replay will take place after three full days have elapsed. The replay can take place on the fourth day after the drawn game.

 The replay will be a home fixture for the team who were away in the drawn game.

 24. If the replay ends in a draw the winner will be determined as in rule 19 above.

**APPENDIX ‘AG’**

**Munster Schools Junior Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.
2. The competition shall be under the control of the Munster Schools Committee

**ELIGIBILITY:**

1. Players must be Under 16 as at 1st January in which the competition is played.
2. All players must be bona-fide students in the competing school when the competition is taking place.

 A bona-fide schoolboy is one who:

(a) Has been continually in full regular attendance during school hours (except in case of illness) from 1st October of the season;

(b) Is on the Department of Education October Roll Lists and following the recognised Department of Education Syllabus;

(c) Is entered for the relevant Department Examination and is in full regular attendance until the end of the academic year.

(d) In the event of a schoolboy being prevented by illness from giving full regular attendance during school hours, he shall not be disqualified if he can produce to the satisfaction of the Munster Schools Committee a Medical Certificate covering his period, or periods, of absence.

In this Rule the words "full regular attendance" mean "full regular attendance at the school from which the boy is entered".

**ORGANISATION:**

1. The competition is administered by the Competition co-ordinator (as elected at the Munster Schools AGM) and the Munster Branch Competitions Manager.
2. Dates for the forthcoming competition are agreed by the Schools Committee at the Autumn meeting of the full Munster Schools Rugby Committee in conjunction with the Munster Branch Competitions Manager. **It is anticipated that schools attending this meeting would be in possession of relevant school dates as regards Holidays, examinations, tours etc.**
3. Schools are expected in the common good to make every reasonable effort to fulfil their obligations on time. If a difficulty is imminent, this must be brought to the attention of the school affected, the Competition Co-Ordinator and the Munster Branch Competitions Manager as soon as possible IN ADVANCE OF THE DIFFICULTY.
4. The Competition Co-Ordinator and the Munster Branch Competitions Manager will notify the refereeing authorities in good time of the dates of these games in order to facilitate the possible appointment of official referees.
5. If a school travels to an away fixture and the match is not played the rearranged fixture will be played as a home venue for the team who originally travelled.

**Teams/Panels/ Teamsheets:**

10. A panel of players consisting of the players’ names and their dates of birth signed by the principal on school headed paper must be lodged with the Competition Co-Ordinator and the Munster Branch Competitions Manager by **2nd Friday in January in the year of the competition**. This indicates a commitment to the competition and its rules.

11. Competing teams MUST exchange signed team sheets prior to kick-off. All players on the team sheets must be officially registered with the Munster Branch as per rule 5.7 General Regulations Governing Munster Fixtures .

12. Teams can only tog a max of twenty three which must include a full front row cover.

**Objections and appeals:**

 13. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

 14. A school has the right to appeal the ruling of an objection as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions.

 15. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**THE DRAW:**

 16. The draw for this competition will take place at the Munster Schools AGM each year.

 17. (i) Four B Schools will play in the opening round of the Munster Schools Senior Cup with the winners playing each other in the Second Round.

(ii) The winner of the second round will be at home to an A School in Round Three

(iii) The winnerof Round Three along with the other seven A School sides will play in Round Four.

(iv) The four winners in Round Four will have home advantage against the losers in Round four in the Quarter Final.

(v) The draw for the Quarter Final will be –

E Winner of match A in Round 4 v Loser Match B in Round 4. F Winner of match B in Round 4 v Loser Match C in Round 4.

G Winner of match C in Round 4 v Loser Match D in Round 4. H Winner of match D in Round 4 v Loser Match A in Round 4.

(vi) The draw for the Semi Finals will be –

I Winner of match E v Winner Match G J Winner of match F v Winner Match H

**VENUES:**

 18. The Competition Co-Ordinator and the Munster Branch Competitions Manager shall decide venues for each game.

 19. Rockwell are included with Limerick schools for the purpose of rotation of the final.

 20. Semi Finals and finals should be played where possible at Musgrave Park and Thomond Park.

 21. Rule 6.7 of General Regulations Governing Munster Cup Competitions will apply for the final.

**DRAWN GAMES:**

22. In rounds up to the Quarter Finals, each game must produce a winner on the day. If the match is drawn than the following criteria will be used to determine the team to advance as the winner in the following order: (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score. (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows: The Referee shall decide which end the kicks will be taken at. The Referee shall toss to decide who takes the first kick. Each team will select one player to take three kicks from the 22. If still tied after three kicks, than there will be sudden death. Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

23. In the event of a quarter final, semi final or final ending in a draw, a replay will take place after three full days have elapsed. The replay can take place on the fourth day after the drawn game.

 The replay will be a home fixture for the team who were away in the drawn game.

 24. If the replay ends in a draw the winner will be determined as in rule 19 above.

**APPENDIX ‘AH’**

**Munster Schools Bowen Shield**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Duration of Bowen Shield games shall be 70 minutes. There is no extra time in Age-Grade rugby Under 13 to Under 19.

4. Yellow cards will be in operation for both competitions. The duration in the bin is 7 minutes in the Bowen Shield. Red cards will be issued in the case of warrantable offences.

**ELIGIBILITY:**

5. Players must be Under 17 and are post JCT. If a school needs some of its JCT to make up a Bowen Shield side than that is possible by making a simple application to do so.

**ORGANISATION**

6 The competition is administered by the Competition Co-Ordinator and the Munster Branch Competitions Manager.

7. All participating schools are expected and are honour bound to provide details of results to the competition co-ordinator.

8. The time deadline for each round is an outer time deadline. By mutual agreement, any game can be played anytime before the outer time limit.

9. Schools are expected in the common good to make every reasonable effort to fulfil their obligations on time. If a difficulty is imminent, this must be brought to the attention of the school affected and the Competition Co-Ordinator and the Munster Branch Competitions Manager as soon as possible IN ADVANCE OF THE DIFFICULTY.

1. The onus is on the home school to notify the refereeing authorities in their area in good time of the dates of these games in order to facilitate the possible appointment of official referees. Contingency plans should be in place should no referee be appointed.
2. A school with a team in the Bowen Shield or the McCarthy Cup (U15 league) but not in both competitions must play all their matches away.
3. If a school travels to an away fixture and the match(es) are not played the rearranged fixture will be played as a home fixture for the team who originally travelled.

**PAPERWORK**

1. A panel of players consisting of the players’ names and their dates of birth signed by the principal on school headed paper must be lodged with the competition co-ordinator by **Friday 14th. September 2012** This indicates a commitment to the competition and its rules.
2. Late additions may be made to the initial panel(s) to be received no later than **1st October 2012**
3. Competing teams MUST exchange signed team sheets prior to kick-off. All players on the team sheets must be officially registered with the Munster Branch as per rule 5.7 General Regulations Governing Munster Fixtures .
4. **Teams in the North Munster derrogation area must submit their panel of 28 players with the the Competition Co-Ordinator and the Munster Branch Competitions Manager** **by September 1st 2012.**
5. The match results must be **emailed** (or faxed) to the Competition Co-Ordinator and the Munster Branch Competitions Manager within 24 hours of the match **by both competing schools**.

**POINTS**

1. Match Points (MP) are awarded as follows: Win - 3 points Draw - 1 point
Lose - 0 point
1 Loser's Bonus Point (LBP) will also be awarded to a team who loses by 7 points or less.  *NB: Week 1 results will be regarded as late if panel has not been submitted on time*

*19.* If a match is conceded than the team to whom the match is conceded will get 3 points (3MP), the team who concedes will get 0 points.

20. If a match is conceded but is played than the referee must be notified prior to KO that the match has been conceded.

**SANCTIONS**

21. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

22. A school has the right to appeal the ruling of an objection as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions.

23. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**KNOCK OUT PHASE**

24.The top six teams will qualify for the playoffs. The 3rd team will be at home to the 6th team and the 4th team will be at home to the 5th in the Quarter-Finals.

1. The 1st team will be at home to the winner of 4th/5th.Quarter Final. The 2nd team will be at home to winner of 3rd/6th. Quarter Final.

26. If two teams finish on equal points in the league, the following criteria will apply in determining position.

(a) The result between the two teams, and if still a draw, (b) the number of tries scored in that fixture, and if still a draw, (c) the away team in that fixture. If the teams have not played each other, the result will be determined by(1) Points difference in the entire competition, (2) The number of tries scored in the entire competition, (3) A toss of a coin.

27.If three teams finish on equal points, the following will apply:

(a) points difference in the three matches involving those three teams, and if still level,

(b) number of tries scored in those three matches, and if still level,

(c) number of points scored in those three matches, and if still level,

(d) a toss of a coin will determine the order.

28. Quarter-finals and semi-finals must yield a result. If there is draw after than the following criteria will be used:

(i) Number of tries scored.

(ii) First try scored.

(iii) First team to score.

(iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

 The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

29. In the final if there is a draw, there will be a replay PROVIDED the league is on schedule and the replay takes place on 9th December. If a replay cannot take place before Christmas holidays than the honours will be shared.

30.The time deadlines are clearly set. The competitions will conclude before Christmas holidays. Failure to adhere to these policy decisions may result in being excluded from the competition.

31.The location of the finals will be determined by Competition Co-Ordinator and the Munster Branch Competitions Manager and confirmed at a later date.

**APPENDIX ‘AI’**

**Munster Schools McCarthy Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Duration of McCarthy Cup games shall be 60 minutes. There is no extra time in Age-Grade rugby Under 13 to Under 19.

4. Yellow cards will be in operation for both competitions. The duration in the bin is 5 minutes in the McCarthy Cup. Red cards will be issued in the case of warrantable offences.

**ELIGIBILITY:**

5. The League is for **Under 15 players only** and given the numbers playing should not require Under 14 players.

**ORGANISATION**

6 The competition is administered by the Competition Co-Ordinator and the Munster Branch Competitions Manager.

7. All participating schools are expected and are honour bound to provide details of results to the competition co-ordinator.

8. The time deadline for each round is an outer time deadline. By mutual agreement, any game can be played anytime before the outer time limit.

9. Schools are expected in the common good to make every reasonable effort to fulfil their obligations on time. If a difficulty is imminent, this must be brought to the attention of the school affected and the Competition Co-Ordinator and the Munster Branch Competitions Manager as soon as possible IN ADVANCE OF THE DIFFICULTY.

1. The onus is on the home school to notify the refereeing authorities in their area in good time of the dates of these games in order to facilitate the possible appointment of official referees. Contingency plans should be in place should no referee be appointed.
2. A school with a team in the Bowen Shield or the McCarthy Cup (Under 15 league) but not in both competitions must play all their matches away.
3. If a school travels to an away fixture and the match(es) are not played the rearranged fixture will be played as a home fixture for the team who originally travelled.

**PAPERWORK**

1. A panel of players consisting of the players’ names and their dates of birth signed by the principal on school headed paper must be lodged with the competition co-ordinator by **Friday 14th. September 2012** This indicates a commitment to the competition and its rules.
2. Late additions may be made to the initial panel(s) to be received no later than **1st October 2012**
3. Competing teams MUST exchange signed team sheets prior to kick-off. All players on the team sheets must be officially registered with the Munster Branch as per rule 5.7 General Regulations Governing Munster Fixtures .
4. The match results must be **emailed** (or faxed) to the Competition Co-Ordinator and the Munster Branch Competitions Manager within 24 hours of the match **by both competing schools**.

**POINTS**

1. Match Points (MP) are awarded as follows: Win - 3 points Draw - 1 point
Lose - 0 point
1 Loser's Bonus Point (LBP) will also be awarded to a team who loses by 7 points or less.  *NB: Week 1 results will be regarded as late if panel has not been submitted on time*

*19.* If a match is conceded than the team to whom the match is conceded will get 3 points (3MP), the team who concedes will get 0 points.

20. If a match is conceded but is played than the referee must be notified prior to KO that the match has been conceded.

**SANCTIONS**

21. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

22. A school has the right to appeal the ruling of an objection as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions.

23. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**KNOCK OUT PHASE**

24. The top six teams will qualify for the playoffs. The 3rd team will be at home to the 6th team and the 4th team will be at home to the 5th in the Quarter-Finals.

25. The 1st team will be at home to the winner of 4th/5th.Quarter Final. The 2nd team will be at home to winner of 3rd/6th. Quarter Final.

26. If two teams finish on equal points in the league, the following criteria will apply in determining position.

(a) The result between the two teams, and if still a draw, (b) the number of tries scored in that fixture, and if still a draw, (c) the away team in that fixture. If the teams have not played each other, the result will be determined by(1) Points difference in the entire competition, (2) The number of tries scored in the entire competition, (3) A toss of a coin.

27.If three teams finish on equal points, the following will apply:

(a) points difference in the three matches involving those three teams, and if still level,

(b) number of tries scored in those three matches, and if still level,

(c) number of points scored in those three matches, and if still level,

(d) a toss of a coin will determine the order.

28. Quarter-finals and semi-finals must yield a result. If there is draw after than the following criteria will be used:

(i) Number of tries scored.

(ii) First try scored.

(iii) First team to score.

(iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

 The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

29. In the final if there is a draw, there will be a replay PROVIDED the league is on schedule and the replay takes place on 9th December. If a replay cannot take place before Christmas holidays than the honours will be shared.

30.The time deadlines are clearly set. The competitions will conclude before Christmas holidays. Failure to adhere to these policy decisions may result in being excluded from the competition.

31.The location of the finals will be determined by Competition Co-Ordinator and the Munster Branch Competitions Manager and confirmed at a later date.

**APPENDIX ‘AJ’**

**Munster Schools Barry Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. The Barry Cup is an Under19 knockout competition for second team players.

**Guidelines:**

5.A genuine attempt must be made to maximise the numbers of Under 19 players, rather than Under 18 players.

6. Each competing school shall submit a panel of eligible players to the Competition Co-ordinator and the Munster Branch Competitions Manager by 8th December of the relevant year. This panel may be circulated to all the competing schools on request.

7. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

8. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

9. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**Players who are deemed ineligible:**

* those who have already played Senior Cup.
* those who played for Munster Schools under 18 team in the interprovincial series.
* those who played for Munster Schools under 19 in the interprovincial series.

NOTE: It is expected that no more than 2 players from your Barry Cup squad will start in the Senior Cup. Each school may include up to a maximum of 5 Bowen Shield players in their Barry Cup squad.

1. There must be a result on the day of each game, because of the restricted time frame of the competitions.
2. If the match is drawn than the following criteria will be used to determine the team to advance as the winner in the following order:

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

**APPENDIX ‘AK’**

**Munster Schools Kidney Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. The Kidney Cup is an Under 16 knockout competition for second team players.

**Guidelines:**

5.Each competing school shall submit a panel of eligible players to the Competition Co-ordinator and the Munster Branch Competitions Manager by 8th December of the relevant year. This panel may be circulated to all the competing schools on request.

6. Each School must name 15 players from their Junior Cup panel who will not play in the Kidney Cup.

7. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

8. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

9. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

10. There must be a result on the day of each game, because of the restricted time frame of the competitions.

11. If the match is drawn than the following criteria will be used to determine the team to advance as the winner in the following order:

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

**APPENDIX ‘AL’**

**Munster Schools Limerick Senior City Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Players must be Under 19 as at 1st January of the season in which the competition is played.

4. This competition is run on a league basis with the top two sides playing in the final.

5. Placing in the Leagues will be decided by the team having the most points.

6. If two teams finish on equal points in the league, the following criteria will apply in determining position.

(a) The result between the two teams, and if still a draw, (b) The number of tries scored in that fixture, and if still a draw, (c) The away team in that fixture.

7. If three teams finish on equal points, the following will apply: (a) Points difference in the three matches involving those three teams, and if still level, (b) Number of tries scored in those three matches, and if still level, (c) Number of points scored in those three matches, and if still level, (d) A toss of a coin will determine the order.

8. In the final if there is a draw, there will be a replay and the following will apply If the match is drawn than the following criteria will be used to determine the winners.

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

9. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

10.. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

11. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**APPENDIX ‘AM’**

**Munster Schools Limerick Junior City Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Players must be Under 16 as at 1st January of the season in which the competition is played.

4. This competition is run on a league basis with the top two sides playing in the final.

5. Placing in the Leagues will be decided by the team having the most points.

6. If two teams finish on equal points in the league, the following criteria will apply in determining position.

(a) The result between the two teams, and if still a draw, (b) The number of tries scored in that fixture, and if still a draw, (c) The away team in that fixture.

7. If three teams finish on equal points, the following will apply: (a) Points difference in the three matches involving those three teams, and if still level, (b) Number of tries scored in those three matches, and if still level, (c) Number of points scored in those three matches, and if still level, (d) A toss of a coin will determine the order.

8. In the final if there is a draw, there will be a replay and the following will apply If the match is drawn than the following criteria will be used to determine the winners.

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

9. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

10. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

11. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**APPENDIX ‘AN’**

**Munster Schools Mungret Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Players must be Under 19 as at 1st January of the season in which the competition is played.

4. This competition is run on a knock out basis.

5. If there is a draw, there will be a replay and the following will apply

 If the match is drawn than the following criteria will be used to determine the winners.

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

6. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

7. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

8. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**APPENDIX ‘AO’**

**Munster Schools Mungret Shield**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Players must be Under 16 as at 1st January of the season in which the competition is played.

4. This competition is run on a knock out basis.

5. If there is a draw, there will be a replay and the following will apply

 If the match is drawn than the following criteria will be used to determine the winners.

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

6. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

7. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

8. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**APPENDIX ‘AP’**

**Munster Schools O’Brien Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Players must be Under 19 as at 1st January of the season in which the competition is played.

4. This competition is run on a knock out basis.

5. If there is a draw, there will be a replay and the following will apply

 If the match is drawn than the following criteria will be used to determine the winners.

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

6. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

7. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

8. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**APPENDIX ‘AQ’**

**Munster Schools O’Gorman Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Players must be Under 19 as at 1st January of the season in which the competition is played.

4. This competition is run on a knock out basis and is for schools beaten in the first two rounds of the O’Brien Cup..

5. If there is a draw, there will be a replay and the following will apply

 If the match is drawn than the following criteria will be used to determine the winners.

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

6. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

7. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

8. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**APPENDIX ‘AR’**

**Munster Schools King Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Players must be Under 16 as at 1st January of the season in which the competition is played.

4. This competition is run on a knock out basis.

5. If there is a draw, there will be a replay and the following will apply

 If the match is drawn than the following criteria will be used to determine the winners.

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

6. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

7. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

8. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**APPENDIX ‘AS’**

**Munster Schools Giles Shield**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. This competition is run on a knock out basis and is for schools beaten in the first two rounds of the King Cup.

4. Players must be Under 16 as at 1st January of the season in which the competition is played.

5. If there is a draw, there will be a replay and the following will apply

 If the match is drawn than the following criteria will be used to determine the winners.

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

6. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

7. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

8. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**APPENDIX ‘AT’**

**Munster Schools Clery Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Players must be Under 19 as at 1st January of the season in which the competition is played.

4. This competition is run on a knock out basis for Schools in the East Munster region.

5. If there is a draw, there will be a replay and the following will apply

 If the match is drawn than the following criteria will be used to determine the winners.

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

6. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

7. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

8. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**APPENDIX ‘AU’**

**Munster Schools West Munster Senior Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Schools Sub Committee of the Munster Branch IRFU.

3. Players must be Under 19 as at 1st January of the season in which the competition is played.

4. This competition is run on a knock out basis for Schools in the West Munster region.

5. If there is a draw, there will be a replay and the following will apply

 If the match is drawn than the following criteria will be used to determine the winners.

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not.

6. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

7. A school has the right to appeal the ruling of an objection as per Rule 2.4. Rules & Regulations for Domestic Rugby Game Competitions.

8. No complaints will subsequently be entertained if the deadlines for objections and appeals as per Rule 2.4 (iv) Rules & Regulations for Domestic Rugby Game Competitions. Objections and appeals will be held in accordance with the Munster Branch Rules & Regulations for Domestic Rugby Game Competitions.

**APPENDIX ‘AV’**

 **Under Age Leagues/Cups**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. There are four Regional Sub Committees to run leagues in East, North, South and West Munster.

3. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2 3 and 4 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

**4. Age Dating:**

a) All players in their respective age groups are under age on 1st January in the Current season

**5. Registration of Players:**

a) Players shall be registered with the I.R.F.U. (via their Club Registrar) and with only one Club at any time (all Youth Players must have their DOB verified via the Verification Officer in their Region/Branch by means of a Birth Certificate or Passport).

b) Players shall register before playing in any competitive game under the control of the Committees. All Players in the 13-19 age bracket must have an IRFU Identification Card.

c) Players shall have to be registered on the official form supplied by the I.R.F.U. & have the Data Protection Section on the back signed by Parent/Guardian.

d) Players when registering shall submit on the form supplied by the I.R.F.U. their name, address, date of birth, and name of their sponsoring club, signed by the player, Parent/Guardian, the secretary or Youth Officer of the club accompanied by birth certificate or passport. Photographs are to be uploaded by Club. Once players have fulfilled the above criteria he/she is deemed registered.

e) Players shall not play for more that one club at the same grade in any competition.

Sanction:

 Clubs found to have played unregistered players in any Game

 will forfeit the game and will be removed from all competitions at

 the level the player played at. Rule 4.2 will also apply.

**6. Playing Over Age Players:**

a) Clubs found to have played an over-age player will be

 deemed to have lost the match and Rule 4.2 will apply.

b) It is the duty of clubs to inform their players and officials of the above penalty for not adhering to the age limit rule. Non compliance may results in officials being debarred from further participation in age grade rugby.

c) As proof of Date of Birth only birth certificate, passport or valid I.R.F.U. ID Cards will be acceptable.

**7. Transfers: Regional.**

a) Players wishing to transfer from one club to another shall inform the Hon. Secretary of the Committee in writing, stating his present club and the club he wished to transfer to prior to 30th September.

b) Request for transfer shall be dealt with by Regional Youth Committee and shall be ratified on receipt of a clearance note or at the first meeting of the following month. Ratification of such transfers must be notified to the Branch Registration

 Officer immediately and player cannot play until this process

 is completed.

c) Players awaiting ratification of transfer shall not play for their new club in any competitive Games until the transfer has been ratified.

d) A player transferring from one club to another having been previously registered is not required to re-register but would need to have their ID card updated.

e) Registered players with a club, which does not enter, or withdraw prior to playing a competition may play (on loan) for another club at that grade only, provided he receives written permission from his club, parent/guardian and is ratified by the appropriate Regional Youth Committee before the competition begins. At the conclusion of the competition the player automatically reverts to his previous status. All player loan arrangements must be completed and ratified no later than December 31.

f) It is the duty of each club to inform their members of the above rules.

g) Special Circumstances may be reviewed by the Munster Youth Committee.

**8.** Re composite teams such teams may only be formed from clubs

 within their own region and only at the discretion of the Munster

 Youth Committee.

**9. Conduct:**

a) Each club shall be responsible for all aspects of their players, officials and supporters conduct on and off the field of play.

b) Each club shall be responsible for all aspects of their players, officials and supporters conduct toward the referee and opposition on and off the field of play.

c) Matters pertaining to players, officials, and supporters conduct will be under the jurisdiction of the Munster Branch Disciplinary Committee

**10. Cancellation of Fixtures:** a)Rule 5 General Regulations Munster Branch IRFU governs. b) Clubs having 3 or more players participating in

 Full International/Inter -Provincial Games may seek

 permission to have fixture postponed.

**11. Competitions:** a) The regional committees shall have the responsibility for all Cup, League, Blitz and Inter Club within their own jurisdiction. b) All under 13, 14, 15, 16, 17, 18 & 19 Cup and League fixtures shall be 15 a side, unless in relation to under 13 fixtures only, a different format may be used by the relevant sub-committees.

1. There are four Regional Sub-Committees with elected officers to run the game

I. North Munster

II. South Munster

III. East Munster

IV. West Munster

1. The Munster Youth Committee will be responsible for running all pan Munster Competition in conjunction with The Regional Fixtures Secretaries who will assist in organizing the competitions locally. The rules governing the Pan Munster competitions shall be in accordance with the All Ireland U17/U19 competition rules.

Except for the following result determinations –

**These apply to local competition only.**

In the event of a game still being level at the end of the game the following shall decide the winners

 (i) Number of tries scored.

 (ii) First try scored.

 (iii) First team to score.

 (iv) In the event of a 0-0 draw than a penalty shoot-out will take place from the 22 metre line. Only players on the pitch at the end of the game can participate.

The format shall be as follows:

 The Referee shall decide which end the kicks will be taken at.

 The Referee shall toss to decide who takes the first kick.

 Each team will select one player to take three kicks from the 22.

 If still tied after three kicks, than there will be sudden death.

 Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not

**12. Substitutions:**

 Eight substitutes may tog and play but must comprise a substitute front row. Match day squad to number 23 players.

**13. Team Sheets:**

 REFER TO GENERAL REGULATIONS GOVERNING MUNSTER FIXTURES(INCLUDING LEAGUE COMPETITIONS)5.7

**14. Player Identification Cards**.

a) Rule 4.2 General Regulations Munster Branch IRFU governs.

b) A player must possess and have available for inspection prior to the game a IRFU Player Identification/Registration Card. The team coach or manager may hold the card for management purposes. c) A player without such a card may not play in a game.

d) Photocopies are not acceptable.

e) Only Match Commissioners are authorized to inspect cards.

**15. Competition Draws:**

a) Competition Draws for the Munster Age Grade competitions take place prior to the beginning of the season.

b) Clubs having entered a team in any competition and subsequently withdrawing or giving two walkovers in the league will be debarred from that competition.

c) All clubs shall inform the Hon. Secretary in writing before the start of the season, their intention of entering a team or teams in any competition. Failure to adhere to the above rule shall be debarment from entering.

**16. Team Panels:**

a) Clubs entering competitions must have sufficient players registered, at each age grade of competition.

b) **An amalgamation of players to form a team for competition may occur only with players from within their own region and at the discretion of the Munster Youths Committee.**

c) **The amalgamation must be approved by the regional committee.**

d) **All players must be registered with their respective clubs prior to the start of competition.**

e) **Amalgamations must be approved by the Munster Youth Committee for Munster Competition.**

f) **Amalgamations must approved before the start of the competition.**

**17. Schools:**

a)As regards “A” (non-exempted ) Schools, shall facilitate the panelling of players at Senior and Junior Schools level. The panel lists to be available to Youth Secretary before 14thSeptember, of the relevant season enabling non panelled players to play with Clubs in Youth Competitions.

b) The numbers are as follow:- a school fielding 1 Senior side/Junior side may have a panel of up to 28 players for both competitions i.e. Schools Senior and Junior Cup only.

c) Panelled Players may not play in the League. d) Temporary depanelling of players is not permitted.

e) A school player who is on th team sheet of a team who are one of the last 8 teams participating in the Munster Junior Schools Cup competitions shall ne be eligible for youths competitions.

f) Any other school player (other than (e) above) is eligible to play in Under Age competitions once individually released.

g) Panelled players (up to 28) for Munster Schools Senior Cup or Munster Schools Junior Cup for non exempt schools (‘A’ schools) are not eligible to play in Munster Under Age competitions unless above applies

**18. Discipline:**

a)Failure to abide by Youth Rules and Bye-Laws will be dealt with by the by the running committee under Rule 4 General Regulations Munster Branch IRFU.

b) Red and Yellow cards are now part of the Youth Disciplinary structure.

c) Players sent from field of play may not be substituted.

d) Duration of yellow card at U13, 14 & 15 is 5 minutes and at U16, 17, 18 & 19 in 7 minutes.

**19. Referees**

a)For all competitive games under the control of the Committee a neutral referee may be appointed by the Munster Association of Referees.

b) For all competitive Under 19 matches under the control of the Committee a neutral Referee, who shall be appointed by the MAR, will referee the game. If no Referee is appointed or if for any reason a Referee fails to attend, the match need not be played unless the clubs agree on a replacement

 associate Referee. If an official MAR Referee is available

 locally, than the match must go ahead. Should a fixture not

 be fulfilled under the above circumstances, than this

 decision must be made known to the Fixtures Secretary by

 12 midday on the Monday following the scheduled match,

to allow for a re-fixture at his discretion. This match will than be refixed on the first available date.

c) At Under 17, 15, 14 and 13 levels if a neutral Referee is not appointed or fails to attend than the home team shall nominate a referee. This Referee must have completed the Associated Referee course. The match must than proceed. A team, which refused to play in such circumstances, shall forfeit the match. Rule 22 b & c, applies where a Non MAR referee officiates at a game. Team sheets must be presented for all matches.

d) Where no official touch line officials are in attendance and a MAR referee is in control of the game, the unofficial lines people may not make any determination other than to indicate a in touch condition and the positioning of the ensuing lineout.

**20. Dates of Competitions:**

a) All Munster Cup Competitions shall be completed by the end of the season.

**21. Duration of Games:**

a) Duration of play for under 13 games, two periods of 25 minutes. b) Duration of play for under 14 games, two periods of 25 minutes.

 c) Duration of play for under 15 games, two periods of 30 minutes.

 d) Duration of play for under 16 games, two periods of 30 minutes.

e) Duration of play for under 17 games, two periods of 35 minutes.

f) Duration of play for under 18 games, two periods of 35 minutes.

g) Duration of play for under 19 games, two periods of 35 minutes.

**22. Extra Time and Half Time Intervals:**

a) No extra time shall be played.

b) A replay shall take place in the opposite venue to drawn

 Cup game and must be played mid-week or at the direction

 of the organising committee.

c) The duration of the interval in normal time shall be not more than 5 minutes.

d) In the event that a replayed cup match is still drawn the following shall decide the winners

1) Most tries scored

2) First try scored

3) First score

4) Five penalties from the 22 metre line by five different kickers

5) Sudden death.

**23. Results:**

Rule 4General Regulations Munster Branch IRFU governs**.**

a) All results to be notified to the Fixtures Secretary by the Winning team within 24 hours of the match. Failure to do so may result in points being awarded to the losing team.

b) The League Points system shall be as follows:

1) Win 3 point

2) Draw 1 point

 c) Applies only to Pan Munster competitions. In the event of a side failing to fulfil a match their opponents will be awarded the game (3 points), should teams end up level on points, the following shall decide the order of finish:

1) Most Wins

2) Head to Head

3) Most Draws

4) Play Off

**24. Playing Up.**

**A player may apply to the Munster Youth Committee through his club to play up an age grade- only applicable for U17 to U19. All such applications to be made in writing with supporting documentation.**

**A player may not play up an age grade unless he has received written approval from the Munster Youth Committee.**

**All such applications must be submitted before Dec 31 in the season.**

**A player playing at U17 and U19 may ONLY play a game and a half on any weekend.**

**25. Club tours.**

Clubs must notify the local fixtures secretaries of their intention to tour. The notification must identify the team going on tour and the dates of the tour.

Clubs intending to tour in countries outside of Ireland and play against teams from other unions must complete the relevant IRFU form and submit same to the Munster Branch Hon Secretary with a copy supplied to the local Fixtures Secretary at least one month in advance of the proposed game/tour.

The club must have approval before going on tour.

**APPENDIX ‘AW’**

**Womens Munster Provincial Cup**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Womens Sub Committee of the Munster Branch IRFU.

3. The Womens Sub-Committee shall determine the format of the competition each season.

4. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

**APPENDIX ‘AX’**

**Womens Munster Development League**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Womens Sub Committee of the Munster Branch IRFU.

3. The Womens Sub-Committee shall determine the format of the competition each season.

4. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).

5**.** This league shall be played under 19s Variation laws *with the following exceptions:*

5.1 Uncontested scrums shall apply if front row players are not trained/confident to contest scrums.

5.2 Matches may be played with:

 15 players with total panel of 22

 13 players, with a total panel of 22

10 - 12 players or agreed number of players but **no less than** 10 players. If a team has 9 or less players they forfeit the match immediately.

5.3 A team can not declare to play with 10 - 13 players when they have available replacement players.

5.4 A club unable to field 15-a-side must inform the opposition club no later than 5pm on the Wednesday prior to fixture date.

* 1. Rolling substitutions can be used.

5.6 Where a team starts with 10 players but loses one and has no substitute to cover, the game will continue and the team with the highest points will be declared the winners.

5.7 If the scrum contains less than 8 players the formation shall be: 7 players: front rows, second rows and 2 flankers

6 players: front rows, second rows and number 8

5 players: front rows and second rows

If uncontested scrums are played, number 8 **cannot** pick the ball from the back of the scrum. The same applies when the formation of the scrum is 6 players.

6. Competition points will be awarded as follows:

4pts = Win

2pts = Draw

0pts = Loss

-1pts = Giving a walkover

4pts = Receiving a walkover

1 Bonus Point = Scoring 4 or more tries

1 Bonus Point = losing within 7 points

If teams are equal on competition points at the **end of the league rounds,** a team will be ranked in the higher position depending on the result of the match between the two clubs in the League rounds.

If this match was a draw or three or more teams are equal on competition points, then the team with the greater point’s differential will be ranked higher.

**7.** Match listing and format

7.1 The match format must be communicated to both the opposing team and the Munster Women’s committee competitions officer (Catherine Hogan) by 5pm of the Wednesday prior to the match.

7.2 All matches must be listed with the fixtures secretary of your club whowill list the fixtures with the respective North and South Munster committees. Your club fixtures secretary will need to know the following when listing matches with their respective North and South Munster committees: The competition i.e. Women’s Development League, the 2 teams playing, venue and kick off time.

7.3 The North and South Munster committees will put the games on the list for referees and the matches are also listed for insurance purposes. There is no guarantee that a referee will be assigned to the Development league. The Munster Referees Website [www.munsterrugbyreferees.com](http://www.munsterrugbyreferees.com) must be checked on Wednesdays after 12 noon to find out if a referee has been appointed. It is the responsibility of the home team to provide a referee when a Branch referee has not been assigned.

7.4 15-a-side match will be 80 minutes (40 x 2) on full pitch. Where a match is played with 12/13 players the match shall be of 70 minutes duration (35 x 2) with the sidelines moved in 5 meters. Where the match is 10-a-side the duration will be 60 minutes (30 x 2) with the sidelines moved in 10 meters.

7.5 If the match is not going ahead for any reason contact Eamonn Murray – South Munster (021 4309255 or 086 2833093) or Noel Sexton – North Munster (061 453533 or 086 3527418) immediately.

7.6 If the match is not going ahead contact Catherine Hogan and Olan Allen.

7.7 The onus is on the home club at all times to notify the referees, Catherine and Olan if the match is not going ahead. The club will be fined if this is not adhered to.

8. Team Sheets

8.1 It is the responsibility of both teams to accurately complete team sheets and have 2 copies available.

8.2 Team coach/manager must give the referee two signed copies of the Team Sheet prior to the game at least 20 minutes, if possible, before the appointed kick off time.

8.3 Referee must ensure that he/she retains the originals and gives the second copy to the opposing signatory coach/manager.

8.4 No team sheets – no game. Whatever the competition or level, including friendlies.

8.5 Referee inspects both clubs’ team sheets to ensure they are legible and contain a registration number opposite each named player.

**9. Scheduling of Fixtures**

* 1. The fixtures will be set to be played at **1pm on Sundays**. If both clubs choose to play on any other day or time on the weekend that the match is fixed for, they need to let Catherine and Olan know by e-mail.
	2. A fixture may only be moved in extraordinary or compassionate circumstances, and with the agreement of both clubs. The league competition coordinators (Catherine and Olan) must be informed of the rearranged fixture by both clubs involved in the fixture as soon as possible.
	3. If a club postpones the same match twice, on the second occasion of postponement the points will be awarded to the opposition – 2 strike rule.

10. Abandonment

 10.1The home team makes all arrangements regarding booking pitches for the match. If a pitch is unplayable the away team must be notified at the latest 24 hours prior to the scheduled kick-off time, for a match to be rescheduled.

10.2 If a club cannot present a pitch on the nominated day, that club will lose home advantage for any rescheduled fixture.

10.3 In the case of extraordinary weather conditions where the referee decides that it is unsafe for a match to be played or continue, the date and venue for the rescheduled fixture will be decided by the Munster Women’s Committee.

11. Eligibility

Player Registration and Eligibility

11.1Seven days prior to the commencement of the Development League, each Club playing in the League shall submit to the Union a list of its eligible playing members who are registered with the appropriate Branch, complete with registration numbers. A person may be registered as a playing member with one Club only.

11.2 A player can only play in the development league as long they have started LESS than 4 division 1 or 2 league matches i.e. once a player has started 4 division 1 or 2 matches they CANNOT play development league matches for any club.

**12. Reporting Results**

12.1 Both team captains are responsible for sending the result of the match to Catherine Hogan via email or text (see contacts below) by 1pm on the Monday after the fixture. If 4 or more tries are scored can you also state this in the email or text to allow bonus points to be awarded.

**APPENDIX ‘AY’**

 **Girls Age Grade**

1. The following specific regulations are in addition to the general regulations covering competitive rugby football under the administration of the Munster Branch I.R.F.U.

2. These competitions shall be under the control of the Munster Womens Sub Committee of the Munster Branch IRFU.

3. The Womens Sub-Committee shall determine the format of the competition each season.

4. Any objection or appeal must be lodged as per Rule 2.4 Rules & Regulations for Domestic Rugby Game Competitions. The Objection and/or Appeal will be heard under Rule 2.0 Objection and Appeals (Rules & Regulations for Domestic Rugby Game Competitions).



**IRISH RUGBY FOOTBALL UNION**

**MATCHES OUTSIDE IRELAND AGAINST TEAMS FROM OTHER UNIONS.**

The application must be submitted at least one month in advance of the proposed match to the Branch to which Club/School is affiliated. The Branch will comment and forward to the IRFU.

1. Name Club/School\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Country to visited\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Dates:-From\_\_\_\_\_\_\_\_\_\_To\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Name of Host Club/School\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Number in Offical Touring Party\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Players\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Officers\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Composition of Tour Party (1ST XV, etc)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Name of Team Managers\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Matches to be played {with dates}\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Has the Host Club/School obtained approval from its Union:-Yes \_\_\_\_\_\_\_\_\_\_\_\_No\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

If Yes, attach copy of approval.

**If No, please note this must be obtained before match takes place**.

1. Financial Arrangements:

State any precise commitments by Host/Club {e.g. accommodation, travel}

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Estimate cost to your Club/School €\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

State how Tour Funds are to be raised:-

Club/School Funds €\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Tourists €\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Other Sources €\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Total €\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Is Club in receipt of financial aid from either its Branch or IRFU? \_\_\_\_\_\_\_\_\_\_\_\_Yes\_\_\_\_\_\_\_\_\_\_\_\_\_\_No

Give details {amount, duration, completion dates etc}

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Has the Tour the full support of Club/School Committee?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Yes \_\_\_\_\_\_\_\_\_\_\_\_\_No

Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Signed:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 {Hon. Sec. Club/ Master in charge Rugby}

**NOTE:** If Club/School is receiving interest subsidy from IRFU, Union permission to tour may be conditioned upon Club/School forgoing the interest subsidy of one or more years.

1. To be completed by BRANCH Hon. Secretary.

Comments:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Decision\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Approved\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Not Approved

Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Signed\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 {Branch Hon. Secretary}

1. To be completed by IRFU

Decision\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Approved\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Not Approved

Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Signed\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 {Rugby Administrator}

RESERVATION {if any}

**IRISH RUGBY FOOTBALL UNION**

**MATCHES IN IRELAND AGAINST TEAMS FROM OTHER UNIONS**

The application must be submitted at least one month in advance of the proposed match to the Branch to which the Club/School is affiliated. The Branch will comment and forward to the IRFU.

1. Name of Club/School \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Name of Visiting Club/School\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Grade of match\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date of Match\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Venue\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Is the visiting team playing any other matches in Ireland?

 YES NO DON’T KNOW

If yes state the named of Clubs/Schools\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Has the visiting Club obtained approval from its Union?

 YES NO

If Yes, attach copy of approval.

**If No, please note that this must be obtained before the match takes place.**

1. FINANCIAL ARRANGEMENTS

State any commitments by Host Club/School re accommodation, meals etc.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Estimate cost to your Club/School €\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Has the match the full support of the Club/School Management? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Yes \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_No

Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Signed\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 {Hon. Sec Club/ Master in charge Rugby}

**………………………………………………………………………………………………………………………….**

1. To be completed by Branch Hon. Secretary

Comments\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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DECISION \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Approved/Not Approved.

Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Signed:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 {Branch Hon. Sec.}

**…………………………………………………………………………………………………………………………**

1. To be completed by IRFU

DECISION \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Approved/Not Approved

Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Signed:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 { Rugby Administrator}

RESERVATION {if any}