



**Rocky Mountain Rugby
Fines & Penalties – 2018-2019 Season**

These fines are from Rocky Mountain Rugby only. The Rocky Mountain Rugby Referee Society (RMRRS) may impose additional fines for violation of RMRRS protocols.

Forfeits

1st Unplayed Forfeit: \$500 + \$0.50 per mile (round-trip distance between clubs' home fields)

-Teams must contact the union at least 72 hours before their scheduled kickoff if they wish to forfeit in advance. All forfeits within 72 hours of a scheduled kickoff will count as an unplayed forfeit.

-If a team has an unplayed forfeit, that club will be ineligible for the postseason the year of the forfeit (2019).

-Forfeits are entered as 28-0 results with a bonus point to the winning team.

2nd Unplayed Forfeit: \$1000 + \$0.50 per mile (round-trip distance between clubs' home fields)

-Teams must contact the union at least 72 hours before their scheduled kickoff if they wish to forfeit in advance. All forfeits within 72 hours of a scheduled kickoff will count as an unplayed forfeit.

-If a team has two unplayed forfeits, that club will be ineligible for the postseason the year of the forfeit and the following year (through 2020). All results for the team will also be turned to 28-0 results for the current season, and they will be removed from the standings.

-Forfeits are entered as 28-0 results with a bonus point to the winning team.

3rd Unplayed Forfeit: \$1500 + \$0.50 per mile (round-trip distance between clubs' home fields) OR expulsion from competition

-Teams must contact the union at least 72 hours before their scheduled kickoff if they wish to forfeit in advance. All forfeits within 72 hours of a scheduled kickoff will count as an unplayed forfeit.

-If a team has three unplayed forfeits, that club will be ineligible for the postseason the following two years (through 2021).

-If the club does not pay this fine within 90 days, the club will be kicked out of ERRFU for no less than 3 years

-Forfeits are entered as 28-0 results with a bonus point to the winning team.

Played Forfeit: No fine.

-Match goes down as 28-0 victory (5 PTS) for winning team.

Second Played Forfeit: No fine.

-The forfeiting team's entire season schedule is turned to 28-0 victories for all league opposition.

Ineligible Players

Fielding an ineligible player: \$100 or \$2 per minute played, whichever is greater

-The team with the ineligible player(s) forfeits the match and receives a deduction of 1 league point

-If the match was played under protest, the opposing team receives a bonus point win (5 standings points)

-If the match was not played under protest, the opposing team receives no league points other than bonus points accrued in the match (i.e. if the team scored 4 tries, it still receives a bonus point)



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Match Management

Failure to properly report score(s) in a timely manner: \$100 per league match

-Timely manner (in this case) is defined as having entered data into the competition management system no later than 12:00 PM (Noon) on the Monday following a match

-If a match occurs on a day between Tuesday and Friday, clubs must enter match results no later than 12:00 PM (Noon) two days after the match (e.g. if a match is played on Wednesday, clubs must submit data by Noon on Friday)

-Clubs will receive one warning per season regarding the entering of match data; failure to enter data within 24 hours of that warning will incur a fine

-If data is not entered within 3 days of a match's conclusion, \$20 will be added to the fine for each day the data is not entered

Failure to properly contact opposition and/or match official in a timely manner for a league match: \$100 for one; \$150 if both

-Timely manner is defined (in this case) as 3 days prior to a the match (e.g. if a match is to be played on Saturday, teams must contact their opposition and their match official(s) by Wednesday)

Failure to adhere to the USA Rugby Technical Zone Guidelines: \$100/match

-Both teams must adhere to the USA Rugby Technical Zone Guidelines for each match in formal competition. Failure to adhere to the technical zone procedures will result in a fine to the offending team(s). It is requested that home teams provide at least one volunteer to help police the technical zone (TZ) at home matches, though failure to provide such a volunteer is not a fineable offense.

Failure to use a functioning scoreboard: \$150/match

-Home teams must provide a functioning scoreboard for each of their home matches in formal competition. Scoreboards must be visible for spectators up to 100 meters away and actively operated by an on-site volunteer throughout the match. Examples of union-approved scoreboards include the scoreboards used by the Denver Harlequins and Queen City Rams.





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Match Management (Continued)

New for 2018-2019

Failure to self-report a disciplinary action (yellow/red card; match official abuse; other disciplinary action): 1 additional match added to disciplinary sanction and/or fine between \$100 and \$500 (severity judged by RMR Executive Committee)

-Any card received by a club must be reported using the Match Incident Report Form

(<http://www.rockymountainrugby.org/submit-a-match-incident.html>) and the USA Rugby Competition Management System (usarugbystats.com).

-Any perceived disciplinary failing by a club (old boy shouting at a match official, etc.) should be reported to the Executive Director for the group participating (example: a Men's Club D2 incident should be emailed to the Men's Club Rugby Executive Director).

New for 2018-2019

Failure to verify identity of players participating: Unplayed forfeit, including fine for unplayed forfeit

-Any player that cannot prove his/her identity shall not participate in a Rocky Mountain Rugby match.

Opposing teams have the right to request an identity verification check up to 30 minutes prior to kickoff.

-Match officials are not required to be involved in identity checks; teams must conduct their own identity verification checks with each other.

New for 2018-2019

Failure to have a representative arrive at least 30 minutes before scheduled kickoff: Forfeit

-Any team that has been properly notified of a match time and location (should be 3 days before event), and fails to appear at the match location at least 30 minutes before the scheduled kickoff time, shall forfeit the match

-If a late-arriving team is unable to perform an opponent-requested identity verification check prior to kickoff, the match shall be an unplayed forfeit.

New for 2018-2019

Unapproved change in kickoff time: Forfeit

-Any team that does not get permission from the union to change its kickoff time from the assigned time will forfeit the match in question.

New for 2018-2019

Failure to use CMS-printed (usarugbystats.com) rosters: Forfeit and \$100 fine

-*All* league matches and Eastern Rockies Cup matches must use rosters printed from usarugbystats.com for the proper corresponding match with properly registered players. Teams are to have 3 copies at kickoff: one for the match official, one for their opposition, and one for their own records.

-*Exception:* Participants in Men's Division IV may use the Rocky Mountain Rugby Match Roster Addition(s) Form prior to a Men's Division IV match as a *supplement* to a completed CMS roster. Participating players using this form must still be registered members of USA Rugby and RMR.

-As a first warning, teams may use screenshots of their roster from the CMS (usarugbystats.com) if texted/emailed to their opposition and the match official at the match site.

-If a team cannot produce a roster at all, they have an unplayed forfeit.

-If a team can produce a roster of some sort and play under protest, the match may be considered a played forfeit.