



Preamble:

These Rules of Competition are intended to enhance, promote and improve competition throughout the various levels of rugby administered by Rugby Manitoba. The various levels of competition within Rugby Manitoba provide the opportunity to play rugby at an appropriate level for all participants, considering the age, sex, skill and physical condition of the player. At all times these Rules of Competition shall be interpreted in a manner consistent with the principles of sportsmanship and of allowing for participation.

2026 RUGBY MANITOBA Rules of Competition

1. Jurisdiction
2. Player Eligibility
3. Eligibility Guest and Visiting Players
4. Player Transfers and Releases
5. Club Responsibilities
6. Team Responsibilities
7. Referee's Responsibilities
8. Player's Dress
9. Premier Leagues
10. Recreational Leagues
11. Postponements and Rescheduling
12. Forfeits and Defaults
13. Division Standings
14. Play-offs
15. Sanctioned Tournaments
16. Spectator Controls
17. Code of Conduct
18. Code of Conduct Procedures
19. Discipline
20. Discipline Committee dealing with Reports of Referee Abuse
21. Disputes
22. Protests
23. Appeals
24. Interpretation



1. JURISDICTION

1.1 These Rules of Competition shall govern all clubs and players residing within or visiting the province of Manitoba and playing Rugby under the jurisdiction of Rugby Manitoba.

1.2 These Rules of Competition shall not limit clubs and players visiting the province of Manitoba at the invitation of Rugby Canada and playing fixtures under the jurisdiction, the management procedures and the expectations of World Rugby or Rugby Canada.

1.3 Unless otherwise stated herein, the playing of Rugby under these Rules of Competition shall be in accordance with the World Rugby Laws of the Game of Rugby Union and the World Rugby Playing Charter.

1.4 Rugby Manitoba delegates to the Competitions Committee (CC) the management of all Rugby Manitoba owned and sanctioned Competitions by providing and maintaining consistent Rules & Regulations.

1.5 The Composition of the CC is:

I. Rugby Manitoba Competition Coordinator and League Convenor(s)

II. One representative per club and may elect one representative per league (men's representative and women's representative).

III. Any other member that the CC may determine is required for a specific purpose from time to time may be appointed as a non-voting member.

1.6 Issues that arise from time to time that are not specifically addressed in the Rules & Regulations shall be subject to the final authority of the Rugby MB General Manager.

1.7 All league communication from clubs related to Senior Rugby Competitions must include Rugby Manitoba President, Rugby Manitoba General Manager and Rugby Manitoba League Convenor.



2. PLAYER ELIGIBILITY

2.1 All participants (Players, coaches, managers, referees, therapists, administrators and officials) must be registered with Rugby Canada and Rugby Manitoba through the Club of their choice prior to participation in any competition.

2.2 This registration confirms the relationship between the participant and the Club, and the participant is deemed to be a member of the Club submitting the Participant's registration to Rugby Canada through Rugby Manitoba.

2.3 The registration process shall be as defined annually by Rugby Canada and Rugby Manitoba.

2.4 Clubs must ensure that all Participants are registered annually and that all dues and fees levied on Participants and Clubs are paid to Rugby Canada, and Rugby Manitoba through Rugby Manitoba.

2.5 Clubs failing to have all Participants registered may be subject to sanctions as determined by the Rugby Manitoba Board of Directors.

2.6 All players wishing to play rugby under the jurisdiction of Rugby Manitoba must have registered with Rugby Manitoba prior to taking the field, by completing a Rugby Canada Registration and Waiver Form supplied to all clubs.

2.7 Only a player who is currently registered with Rugby Canada Insurance belonging to a club in Manitoba shall be able to participate in competitions organized, recognized or sanctioned by that union. The union with which he/she was initially registered shall determine the status of a player.

2.7ii. All clubs fielding players with dual memberships must identify all dual membership players to Rugby Manitoba/League Convenors with PlayHQ.

2.7.1 Clubs failing to have all Participants registered prior to taking part in any match may be referred to the Competition Committee by submitting a petition to the League Convenor.

2.7.2 Any unregistered players found playing within the 2026 Rugby Season may result in the following:

- Automatic default to the other team. (20-0 Win for opponent)
- 1st Offense - \$100 Fine - 2nd Offense - \$200 Fine - 3rd (and any following) Offense \$500 Fine



Rugby Manitoba
145 Pacific Avenue
Winnipeg, MB R3B 2Z6

2.8 Age Exemptions. Senior Players must be at least the age of 18 (Born in 2008) years for all Manitoba Divisions. Players the age of 16 (Born in 2009, turning 17 this year) and 17 (2009/2008) may apply for an underage player exemption which may or may not be approved by the exemption committee. Exemption forms and all relevant documents are to be submitted to the League Convenor 2 days prior (with electronic time stamp) to the start time of the next game. Submittals less than 2 days prior to kick off may not be approved for that week's game. Exemptions will be reviewed by the convenor with final approval communicated by the Rugby Manitoba General Manager. Approval can be communicated to the applicant's club up until kick off of the next game.

2.8.1 Any team caught playing an unapproved underage player in the senior leagues will result in an automatic default of games and further sanctions by Rugby Manitoba



3. ELIGIBILITY OF GUEST & VISITING PLAYERS:

Note: The Rugby Canada 2-week Temporary Player Registration does not classify as being registered for a season.

3.1 RUGBY CANADA TEMPORARY REGISTRATION (15 DAY PERIOD) - A player may register to play in Manitoba for a 2-week period under the Rugby Canada Temporary Registration process. The following points will need to be followed:

- i. The Player must be registered with a temporary registration prior player taking the field for contact practices and games.
- ii. A player may only use the Temporary Registration process twice in a season.
- iii. A payment provided and made payable to the registration system Rugby Manitoba uses for each application.
- iv. Non-Residents of Canada will need to provide the Union a copy of their personal Medical Insurance cover.

Once the above 4 points have been completed the player is permitted to take the field within with the club that the visiting player will be representing.

Visitor Registrations are not valid for any play-off games.

3.1.2 GUEST/IMPORT PLAYER LIMITS AND RESTRICTIONS

All Clubs must provide Rugby Manitoba a list of all international, capped, professional and/or semiprofessional players prior to participating in sanctioned and/or exhibition matches. All non-permanent residences, guest/import players must be approved prior to participating in sanctioned and/or exhibition matches. All Clubs must abide by the following:

- i. No team can have more than 3 international, capped, professional and/or semiprofessional players within a game day 23 rostered players without prior written consent from Rugby Manitoba/League Convenor
- ii. International players with permanent residency, student visas or citizenship can be excluded from the three (3) player cap on a game day roster of 23 players.
- iii. Failure to provide Rugby Manitoba/League Convenor written notice of all international, capped, professional and/or semiprofessional players prior to any matches the player is expected to compete in may be subject to default of the match covered, section 12 DEFAULTS.
- iv. Non-permanent residences can be excluded from the three (3) players capped but must satisfy 3.1.iv
 - International refers to playing rugby at an international level and playing at such a level occurred in the previous 3 calendar years.

3.2 A GUEST PLAYERS REGISTERED TO OTHER PROVINCIAL UNIONS

A player registered to another Rugby Canada provincial union may in the same season play in Manitoba as a guest player under the following conditions:



Rugby Manitoba
145 Pacific Avenue
Winnipeg, MB R3B 2Z6

- i. A letter must be provided to both provincial unions explaining the players visit including the dates of the visit no less than seven (7) days prior to the player taking the field for practice and games.
 - ii. A copy of the players' existing signed Rugby Canada registration form must be provided to Rugby Manitoba.
 - iii. All guest players must be in good standing with their existing Provincial or Sub –Union and a letter stating as such needs to be provided.
 - iv. Players registered under a Dual-Membership are permitted to compete in the playoffs if such registration is under their Manitoba Club.
- Once the above 4 points have been met the player will be issued notice of approval by Rugby Manitoba to the club that the guest player will be representing.

A Guest Player will not be eligible for any play-off games.



4. PLAYER TRANSFERS AND RELEASES

"Transfer" means a permanent move by a participant from one club to another. A transfer requires the completion of a Rugby Canada Transfer/Release Form or other approved documentation. "Release" means that a club has agreed to end the registration of a participant with that club and have completed a Rugby Canada Player Transfer/Release Form, or other approved documentation, and provided a copy of the completed Form to Rugby Manitoba.

4.1 Participants remain registered to their most recent Club until that Club grants them a Transfer, or Release, even if a current registration form is not on file with Rugby Canada, or Rugby Manitoba.

4.2 In order to obtain a Transfer, or a Release, Participants must be in good standing with Rugby Canada, Rugby Manitoba and their Club.

4.3 Players transferring from another club or province must complete a transfer using the online system. Additionally, the club registrars will use the online registration system to generate a player transfer request which will automatically go to the Rugby MB office. The club registrar is responsible for making sure the newly transferred member's contact information is up to date. The player transfer will not be approved until the paperwork or e-mail is received by Rugby Manitoba/League Convenors. A Participant seeking a Transfer or a Release, who has not cleared up any financial obligation to the Club, is not eligible to participate with any other Club until all debts have been cleared.

4.4 Players shall only be allowed to transfer from one club to another up until 4 weeks prior to commencement of playoffs within that division of that year.

4.5 A copy of a clearance must be sent to the Rugby Manitoba office, the proposed club, and a further copy must remain in the possession of the player's current club.

4.6 A player's current club shall not consent to the issue of a clearance if that player is under suspension on disciplinary grounds, unless such suspension is for a period of five weeks or less and the new club has confirmed in writing that a suspension for an equal period of the balance of the suspension will be imposed on the player in the competition(s) for which the new club/union is to register him/her.

4.7 A player shall not be allowed to make more than one transfer in any one season.

4.8 Women's Premier and Men's Division 2 Loan Players - Clubs are permitted to field loan players within the Women's Premier and Men's Division 2 using the game on rules without notifying Rugby Manitoba. These players must be registered with another club in 2026, provided that a minimum of two-thirds (2/3s) of the playing roster is registered with their club.



5. CLUB RESPONSIBILITIES

5.1 Each year, every club shall provide to the Rugby Manitoba office the following information;

- i. A list of the Club's executives including positions held, e-mail addresses and a comprehensive list of contact telephone numbers.
- ii. The number of teams which the club will enter in the coming season, and the divisions in which they wish to compete.
- iii. An address, email and cell number for which information can be forwarded to the club.
- iv. A representative to sit on the Competitions Committee who is accessible during the day by email or phone.

5.2 Every club shall ensure that their members are aware of these Rules of Competition and that their club abides by them.

5.3 All incoming or outgoing tours involving a member club shall require the approval of Rugby Manitoba. Tours shall be reported to Rugby Manitoba not less than **30 days in advance** of the intended arrival or departure date. In the case of a tour involving participation in a single tournament by an incoming or outgoing team, **3 days prior notice** is required. The written submission will include, at a minimum, the following information.

- i. Duration of the tour.
- ii. Size and membership of the touring party.
- iii. The name and number of the local contact person responsible for the tour party.



6. TEAM RESPONSIBILITIES

6.1 In the event of the non-appointment (or non-arrival) of an officially appointed assistant referee, each team shall supply one assistant referee for the game being played. Where no assistant referee is available the team failing to provide the assistant referee shall have one of their players act as a touch judge. The home team is to supply the first relief assistant referee.

6.2 Each team shall supply at least one match ball, it being the home team's choice as to which balls are used. Rugby Manitoba recommends Gilbert Kinetica or equivalent quality.

6.3 Games are to be played as scheduled on the date scheduled. Scheduled kickoff dates/times are not to be switched unless the following applies:

i. Changes in start time and/or venue must be due to unforeseen circumstances ie. scheduling conflicts or field playability.

ii. Not due to player availability or lack of.

iii. Games are to be played on the originally scheduled date unless a suitable venue is not available.

iv. The home team shall ensure that the League Convenor, Rugby Manitoba and MARR have been notified at the first instance of the need to adjust kickoff time.

If a game needs to be rescheduled refer to Section 11. Postponements and Rescheduling

6.4 The home team shall ensure that the field is properly marked in accordance with the World Rugby Laws of the Game of Rugby (Law 1 – The Ground). The home team will also ensure that the goal posts are properly protected.

6.5 The home team shall have a barrier not less than 6 feet from the touchline of each side of the field to keep spectators from the touchline.

6.6 The home team must supply adequate change and bathroom facilities.

6.7 At the conclusion of the match, the referee will complete a short game summary with scores verified by opposing coaches, and red/yellow card reports which are to be emailed to: League Convenor and MARR. The winning team or, in the event of a tie, the home team shall submit the game sheet and final score to the League Convenor within 24 hours of completion of the game.

6.8 Online Team Sheets(PlayHQ) - For the 2026 season teams are required to submit online team sheets for each game. Teams will be asked to submit these team sheets an hour before kick-off. Changes or last-minute additions to the team sheets must be submitted within 24 hours post kick-off. Team Sheets will be verified the following day. If clubs are found in violation of rule 2.7, they will be subject to the actions within 2.7.2.



6.9 Hard Copy Game Sheets - For the 2026 season all teams in the competition are required to complete a game sheet each match. Hard copy game sheets are to be provided by the home team, a template will be emailed to all club representatives. Teams are to provide the match official with a hard copy of the game sheet prior to the scheduled kickoff. All sections on the game sheet must be completed. Teams are asked to record the points scored by each player by first and last name. The winning team is required to send the league convenor a copy of the completed game sheet by either email or picture. Teams must ensure that the game sheet is legible and the submitted game sheet must be of good quality.

6.10 VEO Management - VEO deployment and recording will be a shared responsibility between all clubs and MARR.

i. HOME team will set up the VEO tripod ensuring the stand is no less than 5 meters from the sideline or at least outside the field barrier, properly staked/tied down and does not pose a hazard

ii. Match Official will: verify the positioning of the VEO tripod, deploy the camera and start/end the recording.

Recording Title Format: [DIVISION] - [DATE] - [HOME] v [AWAY]

Example. Mens Premier May 23 Wasps v Wombats

iii. AWAY team will, provided there are no following games, take down the tripod, store the VEO camera in case and return all equipment to the designated storage area. Tripod, ropes, stakes, weight returned to the changeroom. VEO camera returned to MGRP clubhouse staff

iv. Brandon and Dauphin will each retain a VEO camera for the season to deploy during their home games. A designated representative from each team will be responsible for; VEO camera, camera set up, recording management, and uploading the video.

v. Steinbach home games, when practical the away team will transport the VEO to AD Penner, all other responsibilities follow 6.10



7. REFEREE'S & GAME MANAGER RESPONSIBILITIES

7.1 Prior to the commencement of a match, the Referee or an Assistant Referee will check that the game sheet has been satisfactorily completed. The referee can refuse to start a game if a completed game sheet has not been provided by the Game Manager (team managers).

7.2 The referee shall complete and submit a Discipline Report to the Discipline Director and League Convenor with respect to any sendoff or any incident requiring a Discipline Report within 24 hours of the completion of the match. In accordance with Rugby Manitoba Discipline Guidelines and Procedures when a send-off involves input from an Assistant Referee, it is that Assistant Referee's responsibility to submit a second report within 24 hours.

7.3 The referee must be appointed by and registered with the Manitoba Association of Rugby Referee society (MARR). In exceptional cases an appropriately accredited visiting referee may be appointed by MARR.

7.4 At the conclusion of the match, the referee shall enter on the game sheet the final score, the number of tries scored by each team, the number of tries scored by player (if possible, otherwise responsibility of the teams), and disciplinary actions. The match referee will capture a photo of the completed game sheet and will provide it to the league convenor, then will return the game sheet to the winning team or, in the event of a tie, the home team.

7.5 The referee retains discretion over safety and has the option to refuse to commence a game (or the option of refusing to continue with an already commenced game) in the case of an unsafe playing environment.

7.6 The referee should note on the game summary, clubs with inadequate playing facilities such as field markings, incorrect dimensions, inadequate equipment, lack of spectator barriers, etc. and that club will be subject to the following repercussions: -

- i. First referee's report - Warning
- ii. Second referee's report - 2 points from the offending team
- iii. Third referee's report - 2 points from all teams in club
- iv. Fourth report - No more games to played at that facility

7.7 The referee has final say in the following Recreational League situations:

- i. If teams cannot agree on the number of players on the field, the referee will have final say and determine an appropriate number of players. Referee should default to the option that gets the most players playing while keeping in mind player safety.
- ii. Similarly to above, if the two teams cannot agree on length of game, the referee will have final say on the length of the game



7.8 VEO Management - See 6.10.ii above

8. PLAYER'S DRESS

8.1 Players shall wear a kit consisting of jerseys, shorts and stockings of a uniform color with that of their team.

8.2 The referee of the match shall be the sole judge of whether any equipment, including but not limited to footwear, headgear and body padding or bracing, is acceptable (Law 4 – Players' Clothing). In the event such equipment is not acceptable to the referee of the match, the offending equipment shall not be worn in the match.

8.3 All kits for all Division matches shall contain 23 jerseys that shall be numbered from 1 to 23.

8.4 In the event the home and visiting teams have jerseys which in the opinion of the referee of the match are too similar in appearance, the home team shall change their jerseys to the satisfaction of the referee of the match.



9. COMPETITIONS

9.1 Men's Premier League will operate under the normal rule set laid out by World Rugby under law 3.

9.1.1 According to World Rugby Law 3, there shall be only 23 players on each roster on Game Day. If a team has less than 23 players, they are not eligible for the allotted 8 substitutions within World Rugby Law 3. They must follow the replacement laws within the document. See the following link for guidelines: [Laws of the Game | World Rugby Laws](#)

9.1.2 Women's League and Men's 'Seeding Round' and Men's Division 2 Substitution Variations will follow Game On principles. This will pertain to the regular season. Game On matches should only be played if teams have less than 15 players.

- i. Game On matches can now take place as long as each team has a minimum of 10 players. In addition, the result of the match will stand if a minimum of 40 minutes has been played.
- ii. Rolling substitutions can be utilized in Game On rules matched and teams are encouraged to apply the Half Game rule to ensure that each player in every match day squad plays at least half of the available playing time.
- iii. Scrums may be uncontested based on the number of available trained front row.
- iv. Both teams must agree which of the Game On principles will apply to the match and notify the referee at least 30 minutes prior to kick off. If both teams cannot agree which principles to apply the match will proceed without the application of the Game On principles.
- v. The "game on" sheet must be completed by both teams and the referee prior to the commencement of the match and should be submitted to the league convenor with the game sheet within 24 hours of the match completion.

9.1.3. Alternate Substitutions Variations - Women's League, Men's 'Seeding Round', Men's Division 2 assuming Game On rules do not apply.

- i. If both teams are at or below 23 players, they are available to make 8 total substitutions.

Example. If Team A has 18 players and Team B has 23 players, then:

- Team A has 3 designated substitutions and can make up to 5 additional substitutions.
- Team B has 8 designated substitutions and cannot have any additional substitutions.

- ii. If one team is at or below 23 players and one team is above 23 players, both teams may only field up to 23 players and/or make up to 8 substitutions

Example. If Team A has 18 players and Team B has 30 players, then:

- Team A has 3 designated substitutions and can make up to 5 additional substitutions.
- Team B must name 8 designated substitutions and cannot make any additional substitutions

- iii. If both teams have more than 23 players, they may agree to increase the roster up to 30 players and the team with more players must match the opposing team's maximum roster size.

Example. If Team A has 28 players and Team B has 32 players then:

- Team A and B may agree to increase the game day rosters up to 28 players
- Team A and B may make up to 13 substitutions



-No Team may play more than 28 players

iv. All substitution variations must be agreed upon by both teams and communicated to the match day official prior to the commencement of the match. Substitutions for injuries follow [Laws of the Game | World Rugby Laws](#)

9.2 Global Law Trials

All leagues will be subject to the World Rugby Global law trials.

<https://www.world.rugby/the-game/laws/global-law-trials>

9.3 Playing in Multiple Divisions - Men's League

i. There will be no restrictions on individual players playing in multiple divisions. Premier League players playing in the lower divisions are asked to abide by the spirit of the competition. That is Division 2 is a competitive developmental competition and Division 3 - M league is recreational developmental competition.

ii. Any club with teams in both the Premier Division and Division 2 should limit the amount of players competing across divisions during any single week unless necessary to field a full roster, especially during the 'Seeding Round'

9.4 Temporary Loan Rules.

Registered players with Rugby Manitoba may also play for opposing teams on a temporary loan, or act as 'loaned' members within our leagues provided:

i. Both the player's home club and hosting club approve the player as a 'loaned' member.

ii. The number of 'loaned' players on a game day roster must not exceed either one-third (1/3) or seven (7) total players of that roster.

ie. 10 registered players + 5 'loaned' players or 16 registered players and 7 'loaned' players. Having more than the amount specified may result in the offending team defaulting the match and subject to 12.1.

iii. Players may not be 'loaned' in playoffs except as noted under Playoff Loaned Players

iv. Players may be 'loaned' and rostered to clubs other than their home club in no more than 3 matches during the season

v. 'Loaned' players must be noted on the hard copy game sheet. (L)

vi. Clubs are responsible to monitor the number of instances a player acts as a loan player

vii. Clubs and/or Individuals who fail to follow 9.4 may be subject to further sanctions

viii. Clubs can petition the competition committee to raise the cap of 3 match limit. This will be looked at on a case-by-case basis. Clubs must raise the petition to the respective league convenor. Approval will be granted by majority and must be confirmed with the club by the league convenor prior to the player taking the field.



Rugby Manitoba
145 Pacific Avenue
Winnipeg, MB R3B 2Z6

10. Recreational Leagues

There are no formal recreational leagues in 2026. Recreational Leagues guidelines can be determined by the competition committee, Rugby Manitoba General Manager and Board of Directors.

Men's Division 2 - Intent to Play submission required by July 25th, 2026.

GAME ON Principles - see GAME ON! Form



11. POSTPONEMENTS and RESCHEDULING

11.1 A game may be postponed and played at a later date, in its entirety, in the following circumstances.

- i. Where weather conditions, in the opinion of the referee of the match, make the proper and safe play of the game impossible.
- ii. Where a game that has commenced cannot be completed due to circumstances beyond the control of either team.
- iii. A game that cannot be played to completion but has played over 40 minutes of the scheduled match will not be postponed and the result will be recorded as final.

11.2 Rescheduling of a match must be approved by the League Convenor, Rugby Manitoba and MARR. To reschedule a match clubs must do the following **no less than 7 days** before the scheduled kickoff, **Failure to follow any of the below points may nullify rescheduling request:**

- i. The club initiating the rescheduling of a match must email the corresponding League Convenor, Rugby Manitoba President & General Manager, MARR and Opposing Club President with the subject line: **Senior Rugby Match Reschedule Request, (Home club) v (Opposing club) on (DATE). All respondents must 'reply all'**.
- ii. Provide the rationale behind rescheduling
- iii. Provide 2 alternates match dates with time and location.
- iv. The opposing club may accept either of the two (2) dates provided or
- v. The opposing club must provide one (1) alternate match date with time and location
- vi. If neither team can agree on a suitable alternate match date the League Convenor will determine a fourth, and final, alternate time to be accepted by both teams.
- vii. Failure of all parties to agree on a rescheduled date, the game is to be played as originally scheduled.
- ix. The League Convenor will send confirmation of either the rescheduled match time or original schedule kickoff.
- x. Should the match not be played then Section 12 Defaults applies
- xi. A team may only initiate three (3) rescheduled match per calendar year per division
- xii. If a rescheduled match is required, a new date/time needs to be confirmed prior to the original scheduled match, otherwise a default is confirmed. If for any reason the rescheduled match is postponed (under 11.1) on the day due to weather, a default is charged to the team that requested the rescheduling (under 12.8)

11.3 A game will not be postponed due to players being on representative duties (e.g. National Festival or any Provincial Programs).



12. DEFAULTS

12.1 A club shall be considered to have defaulted a game in the following circumstances:

- i. Failure on the part of the home team, in the referee's discretion, to provide adequate field markings and equipment in accordance with these Rules of Competition and in accordance with the WORLD RUGBY Laws of the Game of Rugby Union.
- ii. A team does not show up at the time and place of their scheduled game according to the approved fixture schedule posted on the Rugby Manitoba Website or confirmed in correspondence with the League.
- iii. A team does not have a minimum of 12 players on the field, and the referee is ready to commence the game by no later than 20 minutes after the scheduled kick-off time for a game.
- iv. For clubs located more than 50 kilometers apart the time will be extended to one hour provided the travelling club has made an effort to inform the home team of unexpected travel delays.
- v. A team plays an ineligible or unregistered player as defined by these Rules and Regulations

12.2 The next scheduled league game between the two teams in question (whether in the same league year or carried over to the following year) will be played at the non-cancelling team's venue.

12.3 A club that is declared to have defaulted a game shall be subject to the following sanctions.

- i. Four (4) points shall be deducted from the league standings for that team.
- ii. The club shall forthwith pay a fine of \$200 on first offence, \$250 on second offences and \$300 on third and fourth offences to Rugby Manitoba for local games (i.e. Winnipeg vs. Winnipeg based team) and \$250 on the first offence, \$300 on the second offence and \$350 on the third and fourth offences if travel was involved (i.e. Brandon vs. Winnipeg based games). Additional fines may be levied at the discretion of the union.
- iii. Elimination from any tie breaker situations for play-offs in the division in which the default occurred.

12.4 The score of a defaulted game shall be 20-0 in favour of the non-defaulting team and non-defaulting team will be awarded five (5) points for a bonus win. Four (4) points will also be subtracted from the offending team. A game sheet must be submitted, by the non-defaulting team, to the union within 24 hours of the game.

12.5 A club that has more than four defaults in the same division during a season shall have their team in that division dropped from the division for the remainder of the season.

12.6 Clubs that default games during the playoffs shall be subject to a \$1,000.00 fine for each game defaulted.



Rugby Manitoba
145 Pacific Avenue
Winnipeg, MB R3B 2Z6

12.7 The next scheduled league game between the two teams in question (whether in the same league year or carried over to the following year) will be played at the non-offending team's venue.

12.8 Default Exception related to unplayed rescheduled games from 11.2. Unplayed game is recorded as a 0-20 loss by the team that initiated the rescheduled match, no points deducted from point total and no other articles of section 12 apply. If by mutual agreement between the requesting club, the opposition, League Convenor and MARR, the game can be rescheduled during the "make up" game window. If the game is played the results will stand and the recorded 0-20 loss will be replaced with match results.

WITHDRAWING FROM THE 2026 SEASON

Any team who cannot complete the season and drops out after June 30th, 2026 shall be fined an amount determined by the Rugby Manitoba in consultation with the Competition Committee.



13. DIVISION STANDINGS

13.1 Points shall be awarded in league standings as follows:

- i. Win 4 points
- ii. Draw 2 points
- iii. Loss 0 points
- iv. Win by Default 5 points

Bonus points awarded

- v. 4 tries or more in a game 1 point
- vi. Loss by 7 points or less 1 point

Bonus points will be awarded only if clearly marked by the match official on the official Rugby Manitoba game sheet. A draw is not considered as a loss by 7 points or less.

- vii. Minus 4 points for a team that defaults a game

13.2 GAME SHEETS

The winning team must submit the hard copy game sheet within 24 hours of the game. The game sheet must be submitted to the league Convenor immediately following the game. In the event of a tie, it is the home team's responsibility to perform this role. Scores are considered official by game sheet only and verified by MARR.

Failure to submit the game sheets within 24 hours may result in the game being recorded as "not played" and a 0-0 score will be entered; no points will be awarded.

Game sheets are to be submitted online via PlayHQ (See 6.10), as well as a picture to the League Convenor via email.

To verify players are registered clubs are required to submit team sheets on PlayHQ
From 6.8 Online Team Sheets - For the 2026 season teams are required to submit online team sheets for each game. Teams will be asked to submit these team sheets an hour before kick-off. Changes or last-minute additions to the team sheets must be submitted within 24 hours post kick-off. Team Sheets will be verified the following day. If clubs are found in violation of rule 2.7, they will be subject to the actions within 2.7.2.

To verify game results clubs are required to transmit hard copy game sheets
From 6.9 Hard Copy Game Sheets - For the 2026 season all teams are required to complete a game sheet for each match. Hard copy game sheets are to be provided by the home team; a template will be emailed to all club representatives. Teams are to provide the match official with a hard copy of the game sheet prior to the scheduled kickoff. All sections on the game sheet must be completed. Teams are asked to record the points scored by each player by first and last name. The winning team is required to send the league convenor a copy of the completed game sheet by either email or picture.



From 7.4 At the conclusion of the match, the referee shall enter on the game sheet the final score, the number of tries scored by each team, the number of tries scored by player (if possible, otherwise responsibility of the teams), and disciplinary actions. The match referee will capture a photo of the completed game sheet and will provide it to the league convenor, then will return the game sheet to the winning team or, in the event of a tie, the home team.

13.3 Clubs shall have 14 days from the posting of game scores on the website, to notify the League Convenor in writing of any error in the game score posted. Posted game scores shall stand as correct in the final league standings if errors are not identified in writing within 14 days.

13.4 In the event of a tie in the standings at the conclusion of the regular season the following tie breaking formula shall apply to determine the higher placed team. The formula is to be applied in the following sequence (from i to vii). Once the tie is broken the remainder of the sequence becomes irrelevant.

- i. Any team with a forfeit or default in the applicable season shall be eliminated from the tie breaking formula for that season.
- ii. The team with the best win/loss record between the two teams that are tied.
- iii. The team with the highest net points (points for minus points against) scored in the games between the two teams that are tied.
- iv. The team with the highest total points scored in the games between the two teams that are tied.
- v. The team with the highest net points (points for minus points against) in regular league play.
- vi. The team with the highest average total points scored in regular league play
- vii. The winner of a play-off between the teams tied.



14. PLAY-OFFS

14.1 The home team in the play-offs shall be the team with the higher placing in the final league standings.

14.2 The home team will have the option of playing their first-round playoff game at their home field or at Rugby Manitoba's main facility. All subsequent playoff round locations will be determined by Rugby Manitoba.

14.3 The home team for the Provincial final game shall be the team with the higher placement in the semifinal games.

14.4 All Provincial finals shall be played at the main facility determined by Rugby Manitoba.

14.5.a Playoff Substitutions Rules **Men's Premier** - applicable to Quarter Finals, Semi Finals and Grand Finals. World Rugby Law 3, there shall be only 23 players on each roster on Game Day. If a team has less than 23 players, they are not eligible for the allotted 8 substitutions within World Rugby Law 3. They must follow the replacement laws within the document. See the following link for guidelines: [Laws of the Game | World Rugby Laws](#)

14.5.b Playoff Substitutions Rules **Men's Division 2** - From 9.1.3 above
Alternate Substitutions Variations - Men's Division 2 applicable to Quarter Finals, Semi Finals and Grand Finals.

i. If both teams are at or below 23 players, they are available to make 8 total substitutions.

Example. If Team A has 18 players and Team B has 23 players, then:

-Team A has 3 designated substitutions and can make up to 5 additional substitutions.

-Team B has 8 designated substitutions and cannot have any additional substitutions.

ii. If one team is at or below 23 players and one team is above 23 players, both teams may only field up to 23 players and/or make up to 8 substitutions

Example. If Team A has 18 players and Team B has 30 players, then:

-Team A has 3 designated substitutions and can make up to 5 additional substitutions.

-Team B must name 8 designated substitutions and cannot make any additional substitutions

iii. If both teams have more than 23 players, they may agree to increase the roster up to 30 players and the team with more players must match the opposing team's maximum roster size.

Example. If Team A has 28 players and Team B has 32 players, then:

-Team A and B may agree to increase the game day rosters up to 28 players

-Team A and B may make up to 13 substitutions

-No Team may play more than 28 players

iv. All substitution variations must be agreed upon by both teams and communicated to the match day official prior to the commencement of the match. Substitutions for injuries follow [Laws of the Game | World Rugby Laws](#)



14.5.c Playoff Substitutions Rules **Women's Division** - From 9.1.3 above

Alternate Substitutions Variations - **Women's Premier** applicable to Quarter Finals, Semi Finals and Grand Finals.

i. If both teams are at or below 23 players, they are available to make 8 total substitutions.

Example. If Team A has 18 players and Team B has 23 players, then:

-Team A has 3 designated substitutions and can make up to 5 additional substitutions.

-Team B has 8 designated substitutions and cannot have any additional substitutions.

ii. If one team is at or below 23 players and one team is above 23 players, both teams may only field up to 23 players and/or make up to 8 substitutions

Example. If Team A has 18 players and Team B has 30 players, then:

-Team A has 3 designated substitutions and can make up to 5 additional substitutions.

-Team B must name 8 designated substitutions and cannot make any additional substitutions

iii. If both teams have more than 23 players, they may agree to increase the roster up to 30 players and the team with more players must match the opposing team's maximum roster size.

Example. If Team A has 28 players and Team B has 32 players, then:

-Team A and B may agree to increase the game day rosters up to 28 players

-Team A and B may make up to 13 substitutions

-No Team may play more than 28 players

iv. All substitution variations must be agreed upon by both teams and communicated to the match day official prior to the commencement of the match. Substitutions for injuries follow [Laws of the Game | World Rugby Laws](#)

14.5.d Playoff Substitutions Rules **Women's Premier** - applicable to Quarter Finals.

If any team is below 15 players prior to kick off "Game On" Principles may apply. The teams may utilize up to 3 players from eliminated teams. In the 2026 season, the quarter finals will be between seed #4 and seed #5 and Brandon has elected to end their season before the playoffs.

Example 1. Team #4 has 23 players and Team #5 has 12 players. Team #5 may pick up 3 players from eliminated teams, now called **Playoff Loaned Players**. The game will start with contested scrums, priority of picked up players should be of front row trained players. Game will be played with 15 players per side, Team #4 can use up to 8 substitutions

Example 2. Team #4 has 26 players and Team #5 has 10 players. Team #5 may pick up 3 Playoff Loaned Players. The game will start with 13 players per side. Team #5 has no available subs where team #4 now has 13 available subs. Should team Team #5 lose players during the match, the other team, Team #4, can continue with 13 players on the field.

If at any point during the match any team is below the required minimum of 12 players. The result of the match will be recorded as a 0-20 loss to the team without the minimum number of players. The match may be played to completion as an 'exhibition'.

14.5.e Playoff Loaned Players - are players who are fully registered with a club in Manitoba in the 2026 season and have satisfied the 3-game rule or have been approved under 14.9 below. Priority must be given to trained front row players before other position players. The Playoff



Loaned Player must have written approval from their home club. Written approval must be received by Rugby Manitoba the day before the match is scheduled to take place.

14.5.f Playoff Substitutions Rules **Women's Premier** - applicable to Semi Finals.

If any team is below 15 players prior to kick off teams may utilize **Playoff Loaned Players**. The teams may utilize up to 3 players from eliminated teams. In the 2026 season, semi finals will be between seed #1 and winner of quarter final 1(#4 v #5), and seed #2 and seed #3. If both teams have more than 23 players Alternate Substitutions Rules apply from 9.1.3.

Example 1. Team A has 23 players and Team B has 12 players. Team #5 may pick up 3 players from eliminated teams, now called **Playoff Loaned Players**. The game will start with contested scrums, priority of picked up players should be of front row trained players. Game will be played with 15 players per side, Team #4 can use up to 8 substitutions

Example 2. Team A has 26 players and Team B has 10 players. Team B may pick up 3 Playoff Loaned Players. The game will start with 13 players per side. Team B has no available subs where team A now has 13 available subs. Should team Team B lose players during the match, the other team, Team A, can continue with 13 players on the field.

If at any point during the match any team is below the required minimum of 12 players. The result of the match will be recorded as a 0-20 loss to the team without the minimum number of players. The match may be played to completion as an 'exhibition'.

14.6 In the event a play-off game for a senior men or women's division is tied at the end of regulation time, the following overtime format shall be used:

- i. A coin toss shall be held to determine selection of ends and kick-off.
- ii. Two 10-minute overtime halves shall be played, with a 5-minute break between halves and changing of ends at the half.
- iii. Should the game still be tied at the end of the first 2 overtime halves, the teams shall continue to play successive sudden death 10-minute periods, with 5-minute breaks and the switching of ends between periods, the first team to score being declared the winner.

14.7 In the event of a tied game being conducted in accordance with Under 19 Laws, kicks at goal shall be taken as per the Rugby Canada National Championship Policy.

14.8 Player eligibility for play-off games shall, in addition to the criteria set out elsewhere in these Rules and Regulations, be determined as follows.

- i. Participants must be registered with Rugby Manitoba and have played in three regular season league games for their Club in the current season to be eligible to play in the playoffs.
- ii. The games played must occur on different dates.
- iii. Playing two games at different divisional levels on the same date shall not count as two games towards the three game requirements.



14.9. Requests for dispensation of the “three game rule” must be submitted to the League Convenor 14 days prior to the first play-off date. Late requests will automatically be denied, no appeal. Grounds for dispensation may include but are not limited to; return from injury or illness, participation on national teams, other circumstances beyond the control of the player. The Approval Committee will be made up of 1 representative from each club (for each respective division), League Convenor and if required Rugby Manitoba General Manager or designated representative. Dispensation of the “three game rule” must be a majority and when required (split vote) the convenor will be the final decision based upon attempt and effort within the Athletes control to play 3 games and promoting playing the sport. The intent of this rule is to avoid "stacking teams" for playoffs. Appeals can be made to the Rugby Manitoba Board of Directors or an appeal committee set by the RM Board of Directors.

2026 Request Deadline: September 4th, 2026 via email by end of day

2026 Meeting Date: September 13th, 2026, 6:30pm at Maple Grove Rugby Park

14.10 No player shall play for more than one Manitoba club during the play-offs in any given year unless eligible under article 14.5

14.11 With respect to clubs that have 2 teams in different divisions involved in the playoffs, the club must provide the following before all playoff games:

- i. A list of 10 rostered starting players within the higher-level team that cannot play down in the lower division playoff games.
- ii. The list must be submitted to the league convenor **no less than 72 hours** before kickoff of all playoff games. Changes to the rostered list may be considered by the league convenor by written request but will not be considered approved unless explicitly stated in writing by the league convenor to the requesting club. Teams may be asked to provide supporting documentation should a late change be requested. **Changes will not be accepted within 2 hours of kickoff.**

14.12 Grand Finals all divisions - Rosters must be submitted to the League Convenor **24 hours before scheduled kickoff.**



15. SANCTIONED TOURNAMENTS

15.1 All tournaments that are sanctioned by Rugby Manitoba must comply with the following minimum

Requirements:

- i. The cut-off for registration of teams to the tournament shall be no later than 9:00 a.m. on the day of the tournament date.
- ii. Each team entered must complete a team registration sheet by no later than the commencement of the tournament's first game, listing all of the players they may use in the tournament.
- iii. A competition schedule, inclusive of game times and the draw, shall be posted at the tournament facility by no later than 45 minutes prior to the tournament's first game.

15.2 Rugby Manitoba reserves the right to impose additional requirements to those listed in the paragraph 15.1 above on the organizers of a tournament for which official sanctioning are requested.

15.3 Only Rugby Manitoba registered teams may automatically compete in sanctioned tournaments. It is the tournament organizing committee's responsibility to seek visiting team permission for out of province competitors (refer to Regulation 5.3).

15.4 All tournaments sanctioned by Rugby Manitoba are to be refereed by Rugby Manitoba sanctioned Match Officials (refer to Regulation 7.3).



16. SPECTATOR CONTROLS

16.1 The behaviour of spectators remains the responsibility of both teams. Rugby Manitoba has the right and the responsibility to sanction offending individuals and/or their Club.

16.2 Spectators who, in the sole discretion of the union or provincial executive or the referee of the match, are acting in an offensive or unruly manner shall be removed to a distance of at least 100 meters from the playing enclosure.

16.3 Consumption of alcohol outside of the designated areas of the premises is strictly prohibited and may result in sanctions being imposed against the offending party and/or their Club. Sanctions are to be determined by the host facility/organization where the offence occurred.

16.4 Offensive or abusive conduct towards the provincial union executive, referees, touch judges, players and other spectators or participants in the game of Rugby at any event held under the jurisdiction of the provincial union may result in sanctions being imposed against the offending party and/or their Club.

Offensive and/or abusive behaviour will be administered by Rugby Manitoba. Such disciplinary procedures will be initiated by an incident report being submitted by an interested party in writing (letter, e-mail or fax), preferably within 24 hours as per the Rugby Manitoba Discipline Guidelines and Procedures (Paragraph 3.3). The submission of an incident report after 24 hours shall not automatically preclude Rugby Manitoba from taking action.

16.5 The only parties allowed inside the playing enclosure should be:

- i. The players (active players in the match)
- ii. The referee and touch judges
- iii. The physiotherapist for each team

ALL Substitute players, team coaches and other team management staff must remain outside the playing enclosure. Ie no closer than 5m of the sideline where reasonably possible.

16.6 The use of illegal drugs on the premises of the union and their member Club's is strictly prohibited and, in addition to any sanctions at law may result in sanctions being imposed against the offending party and/or their Club.



17. CODE OF CONDUCT

17.1 All Unions, Associations, Rugby Bodies, Clubs and Persons:

- i. Must ensure that the Game is played and conducted in accordance with disciplined and sporting behaviour and acknowledge that it is not sufficient to rely solely upon the Match Officials to maintain those principles.
- ii. Shall co-operate in ensuring that the spirit of the WORLD RUGBY Laws of the Game of Rugby Union and the WORLD RUGBY Playing Charter are upheld and refrain from selecting players guilty of foul play.
- iii. Shall not repeatedly breach the Laws of the Game.
- iv. Shall accept and observe the authority and decisions of referees, touch judges, other match officials and all other rugby disciplinary bodies.
- v. Shall not publish or cause to be published criticism of the manner in which a referee, a touch judge or a match official managed a match nor may they publish or cause to be published criticism of a Rugby administrator involved in the organization of a match or tournament.
- vi. Shall not publish or cause to be published criticism of the manner in which Rugby Manitoba or any other rugby disciplinary body handled or resolved any dispute or disciplinary matter resulting from a breach of the Rules and, Regulations or a breach of the WORLD RUGBY Laws of the Game of Rugby Union or the WORLD RUGBY Playing Charter.
- vii. Shall not engage in any conduct or any activity on or off the field that may impair public confidence in the honest and orderly conduct of a Match, tour, tournament or series of matches or in the integrity and good character of any person.
- viii. Shall promote the reputation of the Game and take all possible steps to prevent it from being brought into disrepute
- ix. Shall not abuse, threaten or intimidate a referee, touch judge or other match official, whether on or off the field of play.
- x. Shall not use crude or abusive language or gestures towards referees, touch judges or other match officials, administrators or spectators.
- xi. Shall not do anything which is likely to intimidate, offend, insult, humiliate or discriminate against any other person on the ground based upon their religion, race, colour or their national or ethnic origin
- xii. Shall not do anything that adversely affects the Game of Rugby, Rugby Manitoba, any member Union or any commercial partner of the Game.



Rugby Manitoba
145 Pacific Avenue
Winnipeg, MB R3B 2Z6

18. CODE OF CONDUCT PROCEDURES

18.1 Rugby Manitoba shall enforce these Rules of Competition in accordance with the documented Rugby Manitoba Discipline Guidelines and Procedures.

18.2 Any individual or Club shall have seven (7) days from the date of notice of enforcement of these Rules of Competition against them to notify Rugby Manitoba of their wish to have a hearing held into the matter, upon receipt of which request the union shall convene a hearing within seven (7) days consisting of a Hearing Committee of three members of the Rugby Manitoba Executive and Board of Directors and the person or representative of the Club requesting the hearing.

18.3 The decision of the Hearing Committee referred to in paragraph 18.2 hereof shall be final and no appeal process will be initiated.



19. DISCIPLINE

19.1 A Discipline Committee shall be appointed by the Rugby Manitoba Board of Directors who will decide the penalties of any red, yellow or cited incidents within rugby Manitoba's jurisdiction.

19.2 The Discipline Committee may impose the following penalties upon a person subject to the discipline of the Union hereunder or any combination thereof:

- i. no further penalty;
- ii. Reprimand;
- iii. Reprimand and recording of the incident to be considered in the event of any subsequent disciplinary proceeding against the person;
- iv. Fine;
- v. Suspension for a specified period from any or all activities in playing, administration or other participation in Rugby within Manitoba;
- vi. Limitation or restriction upon participation in Rugby within Manitoba for a specified period of time;
- vii. Expulsion from any category of membership in the Union; and
- viii. Prohibition from participation in Rugby within Manitoba.
- ix. Expunge cited incident

19.3 Any person or member club aggrieved by the disposition of a disciplinary matter by a Discipline Committee may appeal the matter to an Appeals Committee.

19.4 Any person or member club aggrieved by a Rules Based decision of the Competition Committee may appeal the matter to an Appeals Committee. Policy decisions of the Competition Committee are not appealable.

19.5 The decision of an Appeal Committee shall be final and will not be subject to further appeal.

19.6 Appeals from decisions of the Discipline Committee and the Competition Committee shall not be heard on a de novo basis, but shall be heard as appeals on the record, except in exceptional circumstances. The Appeal Rules may define the exceptional circumstance that must exist for an Appeal to be heard on a de novo basis.

19.7 No member shall permit itself or its members to knowingly participate in activities in Rugby with any person or group or organization which has been expelled from membership in the Union, is under suspension or acts contrary to and in violation of any disciplinary penalty imposed hereunder.



Rugby Manitoba
145 Pacific Avenue
Winnipeg, MB R3B 2Z6

19.8 Any player who receives 3 yellow cards for the season will be given an automatic red card and those three accumulated yellow card reports will be sent to the discipline committee to determine length of suspension.

19.9 Clubs may make a referral to the Discipline Committee any action they believe to be in contravention of the Laws of the Game. Matters referred to the Discipline Committee must be received no later than 72 hours after the match is played or 24 hours after distribution of the VEO game film.



20. DISCIPLINE COMMITTEE'S PROCESS FOR DEALING WITH REPORTS OF REFEREE ABUSE

20.1. Verbal or physical abuse of a match official by a player in the playing enclosure during or immediately following a game will be dealt with by the issuing of a red card

20.2. Verbal or physical abuse of a match official by non-playing members of a club during or following a match will be dealt with by sanctions from the union.

20.3. A written report for verbal or physical abuse shall be forwarded by the referee to reach the Rugby Manitoba office within 24 hours of the incident. Separate written reports shall be filled by touch judges (when these have been allocated) within the same timeline.

20.4. Upon receipt of such a report, the Chair of the Discipline Committee shall review the written reports of the match officials, interview the match officials as necessary and consider any other factors it deems relevant.

20.5. The Discipline Committee will hold a meeting to hear and consider evidence and submissions from the Club and/or individuals (or representatives) named in the report. This will be considered the hearing of the incident.

20.6. The Discipline Committee will submit a written report, including disciplinary sanctions, to Rugby

20.7. Sanctions for a Club found guilty of referee abuse include:

- i. A requirement to appoint a Game Marshall
- ii. A written apology to the match officials,
- iii. A probationary period of 12 months.

20.8. The Rugby Manitoba Office shall inform the Club, referee(s), of its decision, with a copy to the match officials.

20.9 A repeat offence within the probationary period shall result in:

- i. The posting of a \$1000 behavior bond with Rugby Manitoba
- ii. Other disciplinary sanctions up to and including suspension from Rugby Manitoba.

21. DISPUTES

21.1 All disputes and any violation of these rules and regulations will be reviewed by the Rugby Manitoba Board of Directors.



22. PROTESTS

22.1 A Club may protest against any other Club for playing ineligible players in any grade in any match.

22.2 Such protests shall be made in writing to the Competitions Committee NOT later than seventy-two (72) hours after the match in which the ineligible player allegedly participated. The Club lodging the protest shall provide a copy of the protest to the president of the club against which the complaint is made.

22.3 All protests shall be determined by the Competitions Committee.

23. APPEALS

23.1 An appeal may be lodged on any decision of the Competitions Committee. The appeal must be lodged in writing to the Rugby Manitoba General Manager within seven (7) days of the date of the decision.

23.2 Appeals shall be heard by a Tribunal appointed by the Rugby Manitoba Board.

23.3 A lodgment of an appeal must be accompanied by payment of a fee of \$50. If an appeal is successful then 50% of this fee shall be reimbursed.

23.4 An appeal may be lodged on any fines and penalties distributed by Rugby Manitoba, these appeals will be processed by the Disciplinary Committee and clubs must follow 23.1 and 23.3 of the Rules of Competition in the appeals process.

24. INTERPRETATION

24.1 Interpretation of these Rules & Regulations will rest with the Rugby MB General Manager.

24.2 Situations not covered by these Rules & Regulations where relevant will be referred to the Rugby MB General Manager.

24.3 The Rugby Manitoba Rules & Regulations may be amended or added to as needs arise by the Competitions Committee.

24.4 These Rules, and any approved variations to them, shall be published on the Rugby Manitoba Website (www.rugbymb.ca). They are available in printed form to any member of the Rugby Manitoba who requests them.



Rugby Manitoba
145 Pacific Avenue
Winnipeg, MB R3B 2Z6

As the Club President and Representative of _____,
I acknowledge the acceptance of the 2026 Rules of Competition and will abide by them. I will
ensure that members of my home club are informed of the applicable articles.

President (Name - Printed)

(Date)

President (Signature)