

ARIZONA RUGBY UNION CONSTITUTION

Including

By-Laws and Policies/Procedures

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CONSTITUTION OF THE ARIZONA RUGBY UNION

1.0 NAME, LOCATION, AND NATURE

The Union is and shall be called the Arizona Rugby Union (hereafter referred to as *the Union*). The principle office and place of business of the Union shall be Phoenix, Arizona or such other places as may be designated by the majority of the Executive Committee of the Union.

The Union shall be composed of individuals and groups of individuals who have banded together, with no intention of receiving or accepting material reward, to develop and advance the amateur sport of Rugby Union Football within the states of Arizona and Nevada.

2.0 OBJECTIVES AND PURPOSES

The objectives and purposes of the Union shall be:

1. The promotion and encouragement of Rugby Union Football in the states of Arizona and Nevada.
2. To ensure that the playing of Rugby Union Football within Arizona and Nevada is carried out in accordance with the Laws of the Game of Rugby Football as framed by the International Rugby Football Board and endorsed by the United States of America Rugby Football Union.
3. To arrange Trial, Representative, International, and other rugby matches and in the interests of Rugby Union Football.

3.0 UNION MEMBERSHIP

3.1 MEMBERSHIP TYPE

The membership of the Union shall be divided into 3 different classes and shall consist of the following.

3.1.1 Full Members

Shall comprise clubs (and individuals therein) situated in the states of Arizona and Nevada.

3.1.2 Associate Members

Shall comprise newly formed clubs (all individuals therein) situated in the states of Arizona and Nevada, or clubs wishing to play less than a full schedule.

3.1.3 Honorary Members

Shall comprise newly formed clubs (and individuals therein) situated in the states of Arizona and Nevada.

1. Members of other rugby unions who are invited to play Rugby Union Football or tournaments sanctioned by the Union during their stay in Arizona and Nevada for the purpose of playing Rugby Union Football.
2. Any past player or person of distinction whom the Executive Committee desires to honor by election to Honorary Membership.

3.2 MEMBERSHIP STATUS

Application for election to membership shall be made in the manner specified in the By-laws of the Union.

Election to Full or Associate Membership of the Union shall be by a simple majority vote of a regularly scheduled meeting of the Executive Committee. The Executive Committee is the standing Presidents of each membership club.

Any member shall be liable to suspension or termination of its membership as the Executive Committee may determine if:

1. The member's subscription to the Union is more than 1 year in arrears.
2. The member does not maintain a fixture list to the satisfaction of the Executive Committee.
3. The member fails to follow the Constitution and By-laws of the Union.
4. The member does not conform to any directive by the Executive Committee as to its standard of play, administration, or general behavior.

The suspension or termination of membership shall require a 2/3 majority vote of a regularly scheduled meeting of the Executive Committee.

4.0 EXECUTIVE COMMITTEE

4.1 MEMBERSHIP

The Executive Committee shall administer the affairs of the Union. The membership of the Executive Committee will be composed of one representative of each Full Member in good standing with the Union. These representatives may not also be officers of the Union. The only exception is that the President of the Union will be an *ex-officio* member of the Executive Committee. The President of the Union shall be the chairman of all meetings of the Executive Committee. In his absence the Vice-President of the Union will assume this function.

4.2 COMMITTEES

Two types of Committees will exist - permanent and temporary. Temporary committees will be appointed by handle a specific project which it is anticipated will be accomplished in a given period of time; while permanent committees will be expected to have a continuing existence. The nature and responsibilities of the permanent committees are defined in the By-laws of the Union. The chairman of a temporary committee shall be appointed either by a vote of the Executive Committee or by action of the President.

5.0 MEETINGS

5.1 GENERAL MEETING

The Executive Committee will hold one regularly scheduled meeting annually. The general meeting shall be the *Annual General Meeting*, which shall be held no later than 30 September of each year.

5.1.1 Quorum

A quorum for these meetings shall be representatives of 2/3 of the Full Members of the Union. Several members may be represented by a single individual who shall have the proxy votes. Full members (clubs) may in writing give their proxy vote to another voting member, however a member can not have more than two additional proxy votes.

5.2 SPECIAL GENERAL MEETINGS

A Special General Meeting of the Executive Committee may be called by the President of the Union should the need arise.

A Special General Meeting of the Union shall be called by the President if he receives written requests to do so from 1/3 of the Full Members of the Union. Such a special meeting will be called within 21 days of the date by which the necessary number of requests are received.

5.3 VOTING

Each full member of the Union shall have a single vote. The chairman of the meetings shall have a single vote which he will only use to break an otherwise tied vote.

All votes of the Executive Committee will be decided by a simple majority except for those requiring special majorities as noted in this Constitution.

6.0 OFFICERS

6.1 UNION OFFICERS

The officers of the Union shall be the following:

6.1.1 President

The President of the Union shall be the Chief Officer of the Union and shall have general and active supervision over the business of the Union and over its several officers; subject however to the control of the Executive Committee.

Would represent in person, or select for representation of the Union, a delegate for all meetings of the Pacific Coast Rugby Football Union, or the United States of America Rugby Football Union.

Would further act as a counter-signatory for expenses over \$1,000.

6.1.2 Vice-President

The Vice-President of the Union shall have such responsibilities and duties as may be assigned by the President of the Union, Executive Committee of the Union, or the By-laws of the Union. When acting in place of the President, he will have all powers, privileges, duties, and responsibilities of the President.

6.1.3 Treasurer

The Treasurer shall have charge and custody of and be responsible for all funds of the Union. The collection of dues, deposit and disbursement of funds including exhibition and auditing of accounts shall be as directed by the Executive Committee.

6.1.4 Secretary

The Secretary shall keep the minutes of the annual and special meetings of the Union; see that all notices are duly given, be custodian of applicable Union records; conduct and have charge of all relevant Union correspondence, Union scheduling (clubs and representative sides), and in general, perform all the duties incidental to the office of Secretary provided, however, that he shall be authorized to delegate such of these duties as he shall, with the approval of the President, deem proper.

6.1.5 VP of Youth Rugby

The role of VP of Youth Rugby will be to oversee all youth rugby programs being conducted within the geographical area of the ARU, coordinate schedules and league fixtures, liaison with the ARRS to provide referees for youth fixtures; and conduct such activities as necessary to

promote the growth of age-grade rugby in the ARU. The VP of Youth Rugby could be a coach or executive officer of a Youth Club or a Men's Club.

6.2 TERM OF SERVICE

Executive officers of the Union shall be elected only at the Annual General Meeting of the Union. No more than three officers of the Union shall be elected at each Annual General Meeting. The rotation shall be President/Secretary/VP of Youth and Vice-President/Treasurer. Elected officers shall serve terms of two years and terms of office shall commence immediately after the election at the Annual General Meeting.

6.2.1 Officer Vacancy

In the event of an office becoming vacant between meetings of the Executive Committee, then the President may appoint an individual to fill that office until the next meeting of the Executive Committee, at which time the Executive Committee will elect an individual to fill the remaining part of the term.

6.2.2 President Vacancy

In the event of the office of the President becoming vacant between meeting of the Executive Committee, then the Vice-President of the Union shall assume the powers and responsibilities of the office of the President until the next meeting of the Executive Committee. The Vice-President shall be determined by a vote of the Executive Committee.

7.0 FINANCES

7.1 INCOME OF THE UNION

The income of the Union shall come from:

1. The subscription of Full and Associate members.
2. Any net profit (after payment of all proper and relevant outgoings and expenses) that is due to the Union by prior agreement and is derived from any tournament, match, or other function organized by the Union in cooperation with any other not-for-profit group.
3. Any grants, subscriptions, or donations provided that they are made in such a way that their disposal is fully under the control of the Union.

7.2 DISSOLVING THE FINANCES OF THE UNION

In the event that it becomes desirable to discontinue the activities of the Union as presently constituted, this can be done by a 2/3 majority vote of the Executive Committee. Under such circumstances the net assets of the Union after discharging or making provision for all liabilities shall be distributed among full members at the date of such resolution in such a manner and subject to such conditions as the Executive Committee at the time of dissolution may in its sole discretion consider to be fair and reasonable.

7.3 AUDITING THE FINANCES OF THE UNION

For the Union Bank Accounts, the President and the Treasurer shall be the co-signatories on the Union bank account. The Union bank accounts shall be audited every year by an independent 3rd party.

8.0 AMENDMENTS

This Constitution may be amended by a 2/3-majority vote of the Executive Committee of the Union. The details of any proposed amendment shall be circulated to all members with the call for the meeting at which the vote will be taken. Such details shall be sent out not less than 10 and no more than 21 days prior to the meeting. Any proposed amendment must be submitted in writing to the President of the Union at least 21 days before the meeting at which is proposed to consider it.

BY-LAWS OF THE ARIZONA RUGBY UNION

9.0 APPLICATION FOR MEMBERSHIP

When any Club is founded within the states of Arizona and Nevada for the purpose of playing Rugby Union Football, then this Club should make written application for recognition to this Union as either a Full Member or Associate Member.

The application shall contain at a minimum the proposed Club name; names and addresses of the elected Officers of the Club; description of home and away playing uniform; evidence of the Club's current CIPP good standing with USA Rugby; and a roster of the names of at least 15 people who intend to play for the club in the upcoming league season. Additional information such as proposed club sponsors and home pitch is requested but not mandatory.

The nature of the membership shall be described, whether the Club intends to be a Full or Associate member. In the Club's first league season, it will be a temporary member on probation for the Union and will play on the Associate schedule.

The Secretary will arrange for information on the club to be distributed to all other member clubs. If the club is an "occasional" organization, founded for the purpose of playing one or more specific games, then it will become an honorary member of the Union for the period of time necessary to play the specified games.

The Secretary, prior to each AGM, shall review the status of all temporary members. The Secretary shall recommend to the AGM those clubs that are to be considered for continuing membership. Clubs will either be accepted into normal Full or Associate membership of the Union by vote of the AGM, remain on probation until the next AGM, or have their application for membership denied.

10.0 ARIZONA RUGBY REFEREES SOCIETY

To facilitate the play of Rugby Union Football in Arizona and Nevada, and to enforce the Laws of the Game, a Referees Society will be established in association with the Union. It shall have the responsibility for the recruiting, training, certifying, and assigning of referees for games hosted by members of the Union.

No league matches shall be played in Arizona or Nevada without an assigned referee from the Arizona Rugby Referees Society (ARRS).

A percentage of the subscription paid by member clubs will be designated at the AGM each year to help support the Arizona Rugby Referees Society.

The Arizona Rugby Referees Society will submit a budget at the AGM that will anticipate all expenses for the upcoming season and will be subject to ratification by the Union at that time.

Any player, coach, spectator or club member may be subject to the Referee's control when within the playing enclosure - which is considered to be within 10 meters of the touch lines. The power of the referee does apply to any and all matches, including tournaments that are held and/or hosted by the participating clubs of the ARU in which an assigned (ARRS) member is officiating. Should any player, coach, spectator, or club member not abide by the "ordering off" decision, the offending side shall forfeit to the non-offending team in accordance with Section 16.2 Forfeits.

Match Fee Schedule

The home team for every sanctioned ARU rugby fixture will provide a cash match fee of \$30 for the A-side game, \$20 for the B-side game, and \$10 for a U-19 game, payable to the referee before the match starts.

11.0 PERMANENT COMMITTEES

11.1 DISCIPLINARY COMMITTEE

The disciplining of clubs, players, or members of clubs shall be handled by this permanent committee of the Union. The Vice-President of the Union shall chair this committee and all formal complaints against the above-named shall be forwarded to him. The committee shall obtain all necessary information relevant to the complaint, which includes, but is not limited to, written reports from referees, correspondence between clubs, hearings, and personal interviews. From this information the committee will hand down a decision, which will be binding on the parties involved.

The Chairman shall appoint 4 members to the committee. They will be approved by the Executive Committee and will serve until the next AGM.

The committee shall have the option of taking any or all of the following actions: none, suspension, censure, expulsion, probation, or other suitable action.

12.0 SUBSCRIPTIONS

The Union Dues (subscription) of all Full and Associate members of the Union is due by the 1st of December of that year. Union dues will include fees to support the Arizona Referees Society. Additionally all clubs are responsible for ensuring all players are CIPPed prior to playing any ARU sanctioned match in the state of Arizona or Nevada.

The subscription amount shall be set at each AGM by the Executive Committee. As soon as possible after the AGM, the Treasurer of the Union will send to each member club notification of their current subscription obligations.

13.0 GENERAL POLICIES

13.1 ARU CODE OF OPERATION

13.1.1 ARU Sanctioned Match

The definition of an ARU sanctioned match is as follows:

Any rugby game played within the boundaries of the Arizona Rugby Union where the game is officiated by an ARRS referee, a referee certified by the USA Rugby Referee Society or equivalent internationally recognized Referee Society. Such a rugby game shall be played under and bound to the ARU Constitution and ARU Disciplinary Guidelines.

In addition, the following criteria are applied to ARU sanctioned matches.

1. All tournaments played within the geographical boundaries of the ARU shall receive approval from the ARU Executive to take place within the ARU.
2. All visiting teams shall receive approval as laid out in USA Rugby documents to play in the ARU.
3. All ARU teams traveling to play rugby outside of the ARU shall receive approval from the ARU to travel, as laid out in USA Rugby documents.
4. Requests shall be emailed to the ARU secretary at least 14 days before the scheduled fixture and the ARU Officers, via the Secretary, shall reply within 7 days of receipt of the request.
5. Failure to receive approval from the ARU before the game is played will make the team liable for sanctions from the Disciplinary Committee which will include a requirement to provide the DC with a remediation plan to prevent further occurrences of infractions of these policies.
6. Note that timeline is flexible for short notice addition of additional games (for example B side games).

ARU Executive Committee members contact information is maintained on the ARU website, www.arizonarugbyunion.com.

13.1.2 Document of Rugby Ethics and Sportsmanship

Written and signed documents of competition, sportsmanship and behavior signed by every referee, player, coach, and team member. Similar documents to be provided by Clubs to their supporters. Clubs will need to be responsible for their fans' behavior.

The ARU Officers and ARRS will author the document. The document would be provided and required to be read and signed by all 'team members' before the first match at the start of the season. This would be kept on file and it would acknowledge the signers agreement with our bylaws, rules of behavior, code of ethics, etc.

13.1.3 Pre-Season ARRS/ ARU/ Club conferences for every Club in DII, DIII, Associate.

Before each season an ARU Officer(s) and/or a senior rep from the ARRS would visit with each member, associate and team residing in Arizona to review code of ethics, standards of play and Law changes and provide direct communication from the Union administration to each member. This meeting would not be with Team Administration but all the team members. The focus would not be on Law or application except in the broadest terms, but more about behavior and language and what is expected.

13.1.4 Red Cross trained individual at a minimum at every match

At least 1 individual with Red Cross “life saving” training shall be at every match.

13.1.5 Player ID Cards

Every player whether visiting, member of another Territory or a permanent resident and a full member of the ARU will have certification of CIPP and a photo copy of an approved ID. Examples may be military ID, student ID, drivers license, Arizona ID card, passport or similar. The photo copy will be of the original and include name and photo of the individual.

Penalty: Failure to produce the appropriate player identification before or during an ARU sanctioned game, at the request of the opposing team, the referee or an ARU Officer, shall result in the opposing team having the option to not play the game or to play under protest, in which case the offending team has 48 hrs to produce the required documentation. Failure to produce the documentation in 48 hrs shall result in the offending team forfeiting that game.

13.1.6 Reserve a jersey color for referees (no teams can use)

ARRS will determine its jersey color and make this information available to all Clubs. ARU Executive will maintain compliance with existing and new Clubs.

13.1.7 Notification of Referee

The home team is required to notify the referee of pertinent information relating to a game; including, but not limited to, time and location of the game; no later than 8:00 pm Wednesday night of the week leading up to the game. If the assigned referee is not notified, the ARRS is instructed to not send a referee to the game.

Note: As per Section 10.0, no league matches shall be played in the ARU without an assigned ARRS referee. Therefore, in the event of the referee being withheld from a league game, that game shall be declared a forfeit against the home team.

Note: Referee assignments are posted on the Calendar page of the ARRS website: www.azrugbyref.com. Referee contact information is on the Contacts page. If a Club is having trouble contacting a referee, contact the ARRS President.

13.1.8 Reporting of Scores

The winning team of a game under penalty of forfeit shall send in the match report to the ARRS and report the match results of the game, including scores, number of tries, any yellow or red cards including the offender's name, CIPP number, contact information (phone number and email address), to the ARU email group, azrugby@yahoogleroups.com, within 48 hours of the game being completed. It is encouraged that the losing team also reports the same information.

Further information regarding on field incidents, including yellow and red cards, such as contact information for witnesses shall be emailed to the ARU VP and Secretary by the team that incurred the infraction within 48 hours of the game being completed.

Penalty: Failure to report the match results shall result in a forfeit of that game against that team.

13.1.9 Certified Coaches

Each Club is required to maintain on its roster at least one coach who holds a current certification with USA Rugby Coaching program. If that coach leaves the Club during the season, the Club is required to make all reasonable efforts to get another Coach certified as soon as practical, or at the next coaching clinic held within the ARU.

13.1.10 Scoreboards

It is mandatory for all home teams to have a scoreboard that is required to be posted and visible at all home matches.

13.2 FIELD REQUIREMENTS.

All Union clubs must provide a properly marked and lined field for Union matches. The field must be at least 65 yards wide by 100 yards long. The field must be the maximum size allowable by the Laws of the Game whenever possible. Fields for all Union matches and Union events must have crowd restraining ropes in place at least 5 meters from the touch lines whenever possible.

The referee is instructed by the ARU to not commence the game until the field is adequately prepared with lines, markings, goal post pads, and crowd restraining ropes in place to provide a safe environment.

Penalty: Failure to provide an adequate prepared field in a timely manner to the satisfaction of the referee and the opposing team shall result in a forfeit against the team responsible for preparing the field and the game shall not be played.

13.3 PLAYER ELIGIBILITY AND TEAM CONDUCT

- **Unpaid Subscriptions:** It shall be illegal for any club knowingly to play a man who has previously been a member of another club that he has left without paying his subscription.

- **Uniform and Club Colors:** In Union events, all members are expected to have an official club uniform on record, and are required to make efforts to see that their club members are properly equipped for playing purposes. Clubs are strongly urged to utilize player numbers on the back of jerseys.
- **Team Membership and Team Play:** No club may play any player in any A-side Union match that is not a bonafide member of that club. No player may play for more than 1 club in any A-side Union match in a given League season playing for a Union or National Championship. At no time shall any club use more than five (5) "A" side players in a "B" side Union match with the exception to ensure a B side match proceed without canceling.
- Knowingly doing so shall constitute a forfeit by the offending team to the non-offending team. The team captains will settle any conflict before or during the match. Forfeit points will be awarded as per Section 16.2 Forfeit Points.

13.4 SUBSTITUTION POLICY

All League matches for a National Championship will use the U.S.A.R.F.U. guidelines for substitution for injury during the course of a match.

A team may play short if need be, but shall not require an opponent to match the short team.

Should a team violate any substitution policy during a Union match, the referee will determine the match a forfeit. Forfeit points will be awarded as per Section 16.2 Forfeit Points.

13.5 SELECT SIDE PLAY

To improve the quality of play in Arizona and Nevada, select side play is encouraged. At the AGM a Senior side coach, manager and selectors will be nominated and approved by simple majority vote. A player pool will be established and appropriate fixtures maintained for each season.

Each player that is selected to the final squad for the season is required to pay a \$200 match fee to the Union. Players will not be allowed to play for the Select Side in a scheduled fixture until their match fee is received by the Union.

13.6 UNIVERSITY/COLLEGE ELIGIBILITY REQUIREMENTS

Players playing for University/College teams must meet the following requirements for that team to remain in their respective division:

1. A minimum of 12 units in progress; or
2. Be a duly sanctioned coach; or
3. Be a recent graduate on a newly formed team that has received a special Union approval to play non-college players to help get the team stable. Such special approval is for one season only and may be renewed for a maximum of 3 years.

University/College teams and players are subject to all rules regarding match play and disciplinary action of the Union.

13.7 B SIDE MATCHES

DII B Side Matches

All ARU National Division II league fixtures require B-side games to be mandatory for DII play. If a team cannot play a B-side game to the mutual satisfaction of their opponent, including duration of game and number of players, they then forfeit that B-side game. Forfeit points will be awarded as per Section 16.2 Forfeit Points.

DIII B Side Matches

For ARU National DIII league fixtures the visiting team will dictate whether a B-side match is to be played and the format for the match. The visiting team will be responsible for communicating to the home team 72 hrs in advance their intention to have a B-side match and to arrange the officiating.

14.0 YOUTH RUGBY

Development of youth rugby is strongly encouraged. The Arizona Youth Rugby is responsible for looking after the interests of players under the age of 19 years and aims to develop opportunities for learning and playing the game. Arizona Youth Rugby is a honorary voting member of the Union.

POLICIES/PROCEDURES OF THE ARIZONA RUGBY UNION

15.0 DISCIPLINARY GUIDELINES

Superseded by separate document: Disciplinary Committee Policy and Procedures.

16.0 LEAGUE STRUCTURE

16.1 DETERMINING LEAGUE WINNER

The union Division winners will be determined as the team with the best overall record (winning percentage).

In addition to wins and losses, teams will earn League Points. The points system is as follows: Win - 4 points; Draw - 2 points; Lose - 0 point.

Bonus Points are scored as follows: 1 point for four or more Tries in the match; 1 point if the team loses by 7 points or less.

In the event of a 2 or more team tie, the union champion would be determined in the following order:

1. The team with the most league points will be declared winner.
2. If equal, the team with the best game score differential (for and against) in head to head league matches with the tied teams will be declared winner.
3. If equal, the team with the best game score differential (for and against) for all league matches of the season will be declared winner.
4. If they are still tied then the winner will be determined with a coin toss.

16.2 FORFEIT POINTS

Definition of a forfeit:

A Forfeit is considered to include, but not be limited to, the following: Failure to field a team at the agreed match time and location; fielding a player with non-current CIPP status; fielding a player under current suspension; failure to provide a safe environment for the game to be played; failure to comply with the Laws of the Game or the ARU Constitution and ARU Disciplinary Guidelines as determined by the Disciplinary Committee.

Consistent forfeiting, as determined by the Disciplinary Committee, from a Club makes them liable for further sanctions from the Disciplinary Committee, which may include financial penalties or ineligibility to participate in ARU sanctioned events.

16.2.1 Club Forfeit an A-side game in the League Season

In the event of a Club forfeiting in an A-side game during the league season, the score will be considered 28-0 and the winning team gains 5 league points for a forfeit win. The forfeiting team loses four league points as a penalty and the game is recorded as a loss.

16.2.2 Club Forfeit a B-side game in the League Season

In the event of a Club forfeiting in a B-side game during the league season, the score will be considered 28-0 and the winning team is awarded a forfeit win. The forfeiting team loses four league points from their season total as a penalty and the game is recorded as a loss.

The forfeit win award to the winning team does not affect their league points total and the results (record and points) of the A-side game are not impacted by a B-side forfeit.

16.2.3 Club Forfeit a game not in the League Season

In the event of a Club forfeiting in game that is played outside of the league season, the score will be considered 28-0 and the winning team is awarded a forfeit win.

16.3 DIVISION STRUCTURE

If a Club wishes to change Divisions between Division 2 and 3, or Status (between Full and Associate), that Club must make a written submission to the Executive Committee for consideration and voting by the Executive Committee at the AGM.

There is no notion of automatic relegation and promotion in the ARU between divisions at the completion of a league season. The Executive Committee shall determine the structure of the divisions for the upcoming season at each AGM.

16.4 NAME OF ARU DIVISION 2 CHAMPIONSHIP

The ARU Division 2 Championship award shall be named the Col Richard “Dick” Battock Cup to honor one of our founding fathers for his contributions to Arizona rugby. Dick passed away on Dec 30, 2005.

17.0 HANDLING OF PROTESTS

A member club may protest a game. Such a protest can be made prior to the match or following the match. If made prior to the match, the game should be played under protest. Protests should be filed, as soon as possible, in writing with the Union Secretary.

The Union Disciplinary Committee will handle protests. In addition, the Union President shall appoint a member of the executive committee to represent the Union, and for protests involving referees, the chairman of the Referees Society will represent the referees. The committee will gather appropriate information from all interested parties.

Protested games may be:

- 1) Allowed to stand as played,
- 2) Declared null (ignored in union standings), or
- 3) Replayed according to the decision of the committee reviewing the protest.

APPENDIX 1. CHANGE LOG

AGM Date	Section	Update
2006: 8-5-06	16.0, 16.1, 16.2, 16.3, 16.4	Renamed 16.0 to League Structure. In 16.1 Determining League Winner, reverted to points system to determine winner. Added 16.2 Forfeit Points Added 16.3 Division Structure Added 16.4 Name of ARU Championship.
2006: 8-5-06	13.2, 13.3	Update forfeit language to comply with introduced Section 16.2.
2007: 6-2-07	10.0	Update forfeit language to comply with Section 16.2.
2007: 6-2-07	13.2	Updated “A-side” in front of Union match in the Team Membership and Team Play section.
2007: 6-2-07	16.2	Replaced “losing team” with “forfeiting team” and added “recorded as a loss” at the end of the sentence to clarify the intent.
2008: 6-28-08	9.0	Added additional requirements for new Clubs to join the ARU.
2008: 6-28-08	13.1	New section for ARU Code of Operation. All other 13.x sections increment up by 1.
2008: 6-28-08	13.5	Updated requirements for Select Side Play for player match fees.
2008: 6-28-08	13.7	New section for the management of B side matches in DIII fixtures.
2008: 6-28-08	16.1	Added overall record as the first tiebreaker.
2009: 6-27-09	6.1.5	Added new Exec role: VP of Youth Rugby
2009: 6-27-09	10.0	ARRS - Added Match Fee Schedule
2009: 6-27-09	11.1	Update Disciplinary Committee to 5 members
2009: 6-27-09	13.1.1	New Section: ARU Sanctioned Match
2009: 6-27-09	13.1.5	Player ID Cards - Add Penalty
2009: 6-27-09	13.1.7	New Section: Notification of Referee
2009: 6-27-09	13.1.8	New Section: Reporting of Scores
2009: 6-27-09	13.2	Field Requirements – update requirements and add penalty
2009: 6-27-09	13.7	Update to include sections for DII and DIII play
2009: 6-27-09	16.2	Forfeits - Re-write whole section
2010: 6-26-10	13.1.9	Certified Coaches
2010: 6-26-10	13.1.10	Scoreboards
2010: 6-26-10	16.1	Re-write the Determining League Winner – wins and losses first.