



GBWR Tournament Rules (v002 – September 2015)

1. Status of this document
 - 1.1. The rules may be amended as per DMG agreement or as per other requirements which may be imposed on GBWR.
 - 1.2. The rules are to be considered and agreed upon by the DMG 2 months prior to the start of the season.

2. Registration
 - 2.1. Membership registration
 - 2.1.1. All participants (players, officials and workforce) must be registered members of GBWR to participate in GBWR sanctioned events, and agree to all applicable GBWR policies and codes of conduct.
 - 2.2. Season registration
 - 2.2.1. All teams wishing to register for participation in the league season must notify GBWR no later than 3 months prior to the start of the season or by the given date GBWR decide. At this point they must be members of GBWR.
 - 2.2.2. Teams must submit Team Rosters detailing all participating players no later than 1 month prior to the start of the season.
 - 2.2.3. Players may be added to Team Rosters midseason where the player was not a member of GBWR at the season start. Players may be added to Team Rosters midseason where they are GBWR members at season start, although please see 4.3 below.
 - 2.3. Event registration
 - 2.3.1. Teams must submit Team Sheets detailing all participating players and workforce no later than 2 weeks before the start of the event.

3. Import players
 - 3.1. Imports are eligible to hold Associate membership with GBWR.
 - 3.2. A maximum of two import players are permitted per team per season.

4. Transfers
 - 4.1. A player may only make one transfer during the season from team to team.
 - 4.2. DMG approval may be sought for additional transfers.
 - 4.3. Any player registering with a team post-Team Roster deadline will be recorded as a transfer, if already a member of GBWR at the season start.
 - 4.4. All transfer requests must be submitted in writing to GBWR before the Team Sheet submission deadline.
 - 4.5. Transfer dates are from the date of the competition - thus allowing players to transfer even where there is under 2 weeks between events.



5. Standby players

- 5.1. Teams are to notify GBWR of any interested individuals wishing to be standby players at start of the League. GBWR will collate standby list.
- 5.2. By liaising with teams GBWR will manage any situation where a team may be unable to field a minimum of four players.
- 5.3. Where teams are aware that they require a standby player, they must notify GBWR no later than the Team Sheet deadline, 2 weeks pre event.
- 5.4. If circumstances of the team dictate that they must notify GBWR after the team sheet deadline, club coaches will be notified and agree which standby players are to be invited.
- 5.5. Standby players can only be considered before the events start, not once they have begun.
- 5.6. To maintain a level of competition the results from these games will stand.
- 5.7. GBWR will coordinate this process but will liaise and keep all club coaches informed.

6. Classification

- 6.1. Players with a classification between 0.5 and 4.0 are permitted to compete in the GBWR league.
- 6.2. Reductions
 - 6.2.1. A player over the age of 45 years plays with an on-court reduction of 0.5 points.
 - 6.2.2. Female players play with an on-court reduction of 0.5 points.
 - 6.2.3. A female player who is over the age of 45, will only receive a 0.5 point reduction.
 - 6.2.4. No reduction for age or gender is applicable to 4.0 players.

Unclassified players

- 6.3 All new players must be classified before they attend a GBWR League weekend or Super series.

- 6.3.1 GBWR will liaise to earliest opportunity for player classification.

6.4. Classification cards

- 6.4.1. All players must supply a valid classification card or temporary classification card at the start of play. No player will be permitted to play without producing their card.
- 6.4.2. Temporary classification cards can be obtained from Event Organiser at a cost of £10 and will only be valid for the dated period of time (typically the duration of the event).
- 6.4.3. Players may request their classification cards be replaced free of charge if damaged through normal wear and tear. A charge of £10 will apply for replacements where damage is deemed to be due to cards not being appropriately taken care of.
- 6.4.4. Players may request that lost classification cards be replaced, at a cost of £10.



7. Support Staff

- 7.1. All teams should attend with sufficient support staff, minimum of 2 persons.
- 7.2. Maximum of 6 support staff will be permitted to the bench area during game play. This includes coaching staff.
- 7.3. All Support staff must be Associate members of GBWR.
- 7.4. It is not the responsibility of other parties to undertake team staff tasks.
- 7.5. Teams can co-operate to share escorts, but this is not preferable to each team organising sufficient support staff.

8. Forfeiture / no show

- 8.1. Any team that fails to attend a fixture will have to provide a written explanation as to the reason, for consideration by a recognised panel agreed by GBWR.
- 8.2. Sanctions that may be considered include (but are not limited to) are fines, deduction of points and bans from future fixtures.

9. Super Series League

- 9.1. Structure
 - 9.1.1. The league is operated on a divisional structure.
 - 9.1.2. A Division will have a minimum of 4 teams.
 - 9.1.3. A Division will have a maximum of 8 teams.
 - 9.1.4. Divisions may be split to maintain these minimum and maximum numbers.
 - 9.1.5. DMG decision can prevent automatic promotion / relegation caused by Division splits. For clarity, this can overrule the minimum and maximum team numbers per Division.
- 9.2. Promotion and Relegation
 - 9.2.1. At the end of each Super Series League season, promotion and relegation will occur on a 1 up / 1 down basis, with the next highest / lowest ranked teams participating in a playoff match to determine a second promotion / relegation.
 - 9.2.2. A team wishing to forfeit promotion must notify GBWR by the requested deadline which will be made clear to teams after the second Super Series weekend.

10. Nationals

- 10.1. A team may only enter the Nationals after having completed a full Super Series league.
- 10.2. All players must attend 2 super series events during season to be eligible to attend the National Championships. Extenuating circumstances will be considered for domestic members by the DMG on an individual basis.
- 10.3. Nationals pools and rankings are determined following the Super Series league and all promotion / relegation.
- 10.4. The winner of the Nationals qualifies for the following Europa Cup.



11. Recording of Results

- 11.1. Matches are operated on a points system, wherein a Win (natural / due to forfeiture) = 3 points; Natural Losses = 1 point and Forfeited Losses = 0 points.
- 11.2. A Draw situation is not possible as extra time will be played to determine a win.
- 11.3. Recording of scores during forfeiture
 - 11.3.1. Forfeiture during a match by the losing team: scores recorded at time of forfeiture.
 - 11.3.2. Forfeiture during a match by the winning team: score recorded as 1-0.
 - 11.3.3. Forfeiture during a match where teams are drawing: score record as 1-0 to non-forfeiting team.
 - 11.3.4. Forfeiture prior to match start: score recorded as 1-0 against forfeiting team.
- 11.4. If at the end of all games in a tournament or season a tie on points exists, the final placings will be determined by the IWRF Competition Regulations (art 2.5).
- 11.5. Results will be published on the GBWR website and / or distributed appropriately.

12. Technical Protests

- 12.1. Any protest regarding the technical nature of the game must be made according to IWRF Rules.
- 12.2. Protests must be made aware to the GBWR Competition officer at the Event. Details of the protest must be made in writing within seven days of the match in question to GBWR SMT.
- 12.3. GBWR or a sub-committee thereof will then seek evidence from other parties and decide on the outcome of the protest.
- 12.4. An appeal against this decision by either teams' coach is then permitted, in writing or in person, to GBWR SMT.
- 12.5. After an appeal the decision is final.

13. Kit and Equipment

- 13.1. All teams should attend with 2 different coloured vests, they may be of any style. This differs with the IWRF rule, teams need to be aware if attending international competitions.
- 13.2. All teams must notify GBWR with a photo/picture of their seasons kit when submitting team rosters.
- 13.3. Under Armour / skins and sleeves should match the playing kit as closely as possible. If exact match is not possible, where team kit is 'light' then white sleeves etc should be worn and where team kit is 'dark' then black sleeves should be worn.
- 13.4. GBWR will include vest colour on the schedule. Teams should wear vest stated.
- 13.5. Numbers should be clearly visible above backrests.