



TOURNAMENT RULES

1. Status of this document

- 1.1. The rules are applicable to the GBWR Super Series (all Divisions) and the National Championships (Cup and Shield competitions), which may be referred to as the league or season; the document may further apply to other GBWR tournaments at its discretion.
- 1.2. The rules may be amended as per Domestic management Group (DMG) agreement or as per other requirements which may be imposed on GBWR.
- 1.3. The rules are to be considered and agreed upon by the DMG annually, 2 months prior to the start of each season.
- 1.4. For any points not covered by this document, GBWR will refer to all relevant IWRF rules.

2. Registration

- 2.1. 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. 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 decides; at this point all participants must be Members of GBWR.
- 2.3. Teams must submit team rosters detailing all participating players no later than 1 month prior to the start of the season, or at a later date at GBWR's discretion.
- 2.4. Players may be added to team rosters midseason where the player was not a member of GBWR at the season start.
- 2.5. Players may be added to team rosters midseason where they are GBWR Members at season start, although please see 4.3 below.
- 2.6. Support staff and other non-playing team members may be added to team rosters at any point in the season without restriction, provided that points 2.1 and 2.7 are satisfied.
- 2.7. Registration changes
- 2.8. Teams must update changes to team rosters no later than 2 weeks before the start of the event.

3. Import players

- 3.1. Import players are defined as those normally residing outside of England, Scotland and Wales.
- 3.2. Imports are eligible to hold Non-resident Associate membership of GBWR.
- 3.3. One import player is 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 no later than 2 weeks before the start of the event.
- 4.5. Transfer dates apply from the date of the competition for which a player is transferring (and not the date of transfer application), thus allowing players to transfer even where there is under 2 weeks between events (note rule 4.6).
- 4.6. Players are not permitted to compete in more than one opening weekend of a Super Series season across divisions; by way of example, a player may not compete in Super Series 1 Division 1 and transfer to compete in Super Series 1 Division 2.

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5. Classification

- 5.1. Players with a classification between 0.5 and 4.0 (inclusive) are permitted to compete in the GBWR league.
- 5.2. Teams have an additional 0.5 on-court points available for each player over the age of 45 years fielded.
- 5.3. Teams have an additional 0.5 on-court points available for each female player fielded.
- 5.4. Teams fielding a player who is both female and over the age of 45 years will only have a single addition of 0.5 on-court points for each such player.
- 5.5. Teams fielding players with a classification of 4.0 points will receive no additional on-court points regardless of the age or gender of the player.
- 5.6. All new players must be classified before participation in a GBWR competition.
- 5.7. GBWR will liaise to arrange classification at the earliest opportunity.
- 5.8. 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 – in case of attendance without a valid classification card:
 - Temporary classification cards can be obtained from the Events and Competition Officer at a cost of £10 and will only be valid for the duration of the event (or a longer period at GBWR's discretion)
 - A charge of £10 will apply for replacements where damage is deemed to be due to cards not being appropriately taken care of
 - Players may request that lost classification cards be replaced, at a cost of £10
- 5.9. Players may request their classification cards be replaced free of charge if damaged through normal wear and tear.

6. Support staff

- 6.1. All teams should attend with sufficient support staff; as a minimum each team should attend with 2 members of support staff.
- 6.2. A maximum of 6 support staff (inclusive of coaching staff) will be permitted in the bench area during game play.
- 6.3. All Support staff must hold GBWR Membership appropriate to their role and age. For clarity, support staff should hold Associate or Junior Associate Membership, although adult support staff with coaching duties may alternatively hold Full Membership.
- 6.4. It is not the responsibility of other parties to undertake team staff tasks.
- 6.5. Teams can co-operate to share escorts, but this is not preferable to each team organising sufficient support staff.

7. Forfeiture / no show

- 7.1. 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.
- 7.2. Sanctions that may be considered include, but are not limited to, fines, deduction of points and bans from future fixtures.

8. Super Series

- 8.1. The league is operated on a divisional structure wherein a Division will have a minimum of 4 teams and a maximum of 8 teams.
- 8.2. Divisions may be split to maintain these minimum and maximum numbers.
- 8.3. DMG decision can prevent automatic promotion / relegation caused by Division splits. For clarity, this can overrule the minimum and maximum team numbers per Division.
- 8.4. At the end of each Super Series season, automatic promotion and relegation will occur on a 1 up / 1 down basis; in Division 1 and 2 only the next highest / lowest ranked teams will

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participate in a playoff match at the National Championships to determine a second promotion / relegation.

- 8.5. If a team opts to take voluntary relegation to a lower division, they will start the season with a 4 point deficit.

9. National Championships

- 9.1. The National Championships will operate on a Cup and Shield basis with 6 teams in each; the top 6 teams will be eligible to compete in the Cup and the next 6 teams will be eligible to compete in the Shield – any forfeiture permits lower ranked teams to be invited to maintain team numbers.
- 9.2. A team may only enter the National Championships after having completed a full Super Series season.
- 9.3. All players must have attended 2 Super Series events during the season to be eligible to attend the National Championships. Extenuating circumstances will be considered for domestic members by the DMG on an individual basis.
- 9.4. National Championships pools and rankings are determined following the Super Series league and automatic promotion / relegation.

10. Recording of Results

- 10.1. 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.
- 10.2. A Draw situation is not possible as a maximum of 3 over-time periods will be played to determine a win; if no winner is determined by the close of these 3 periods of over-time, the game will enter a golden-try scenario.
- 10.3. Recording of scores during forfeiture:
- Forfeiture during a match by the losing team: scores recorded at time of forfeiture
 - Forfeiture during a match by the winning team: score recorded as 1-0 against the forfeiting team
 - Forfeiture during a match where teams are drawing: score record as 1-0 to non-forfeiting team
 - Forfeiture prior to match start: score recorded as 1-0 against forfeiting team
- 10.4. 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) and other relevant IWRF documents; a GBWR panel will determine placings if IWRF rules do not provide a resolution.
- 10.5. If any teams are in a tied position at the end of the season, the GBWR League tables will show the tied position only and not the true position. The actual position on the final table will reflect the true position each team has finished in but only the tied position will be numerically displayed.
- 10.6. Results will be published on the GBWR website and / or distributed appropriately.

11. Kit and Equipment

- 11.1. All teams should attend with 2 different coloured vests, which may be of any style; this differs with the IWRF rule and teams should be aware of this distinction if attending international competition.
- 11.2. All teams must notify GBWR with a photo / image of their kits for the forthcoming season when submitting team rosters.
- 11.3. Base layers, skins and sleeves should match the playing kit as closely as possible, if a close match is not possible, where team kit is 'light' then white sleeves should be worn, and where team kit is 'dark' then black sleeves should be worn.
- 11.4. GBWR will include vest colour on the schedule, teams should wear the vest stated.
- 11.5. Numbers should be clearly visible above backrests.

