

**COLLEGIATE
RUGBY LEAGUE**



**2016
RULES AND REGULATIONS**

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1.0 COLLEGIATE RUGBY LEAGUE: NATIONAL CHAMPIONSHIP

1.1 General

- [a] All Teams, duly registered and participating in the Collegiate Rugby League ["CRL"] 2016 National Championship, shall ensure that their Players, Coaches and Team Personnel do all agree, without reservation, to abide by these Rules and Regulations; pertaining to the CRL: Division 1 Premiership, Division 2 Premiership, Playoffs and Grand Final; as set out hereunder.
- [b] All matches in the Championship will be played in accordance with the "International Laws of the Game", as current at the time of the Championship.
- [c] Variances to the International Laws of the Game are noted in these Rules and Regulations; as ratified by the Lebanese Rugby League Federation ["LRLF"] Board of Trustees for the purpose of competitions governed by the LRLF.
- [d] The LRLF: Executive Board shall appoint and empower a Tournament Director ["TD"] to oversee the CRL: 2016 National Championship.
- [e] Any proposed variances to these Rules & Regulations will be at the discretion of the LRLF: Executive Board; as and when approved and sanctioned by the LRLF: Board of Trustees and subsequent notification of all participant teams.

1.2 CRL: Premierships

- [a] The CRL: 2016 National Championship will be configured into two [2] parallel Divisional Premierships, based upon equitable levels of proficiency, past seasons' records, and longevity of the team's Rugby League Football programme.
 - [i] Division 1 Premiership: will be comprised of four [4] "round-robins", encompassing twelve [12] match-fixtures per team, and will be competed by four [4] teams: AUB (Varsity) [*American University of Beirut*], LAU (Varsity) [*Lebanese American University*], NDU [*Notre Dame University - Louaize*], and UOB [*University of Balamand*].
 - [ii] Division 2 Premiership: will be comprised of two [2] "round-robins", encompassing eight [8] match-fixtures per team, and will be competed by five [5] teams: AUB (Junior Varsity) [*American University of Beirut*], AUL [*Arts, Sciences and Technology University in Lebanon*], LAU (Junior Varsity) [*Lebanese American University*], LIU [*Lebanese International University - North Lebanon*], and MHS [*El-Malaab High School*].
- [b] Premiership matches will be played for Competition Points to qualify for the end-of-season Playoffs; by gaining the greater number of points for win and/or drawn matches on the Championship Table. The team at the top of each Premiership table will be the respective divisional "Premier"¹. The following competition points system shall apply:
 - (i) Two [2] Competition Points for a win;
 - (ii) One [1] Competition Point for a draw;
 - (iii) Zero [0] Competition Points for a defeat;
 - (iv) A loss of three [-3] Competition Points for a team who forfeits.²
- [c] If two [2] or more participating teams finish equal on Competition Points, after completion of their respective Division's, their relative positions on the Championship Table shall be determined as follows:
 - (i) The team having the greater "Points Difference" shall be placed ahead of other teams [NB: "Points Difference" is calculated by subtracting the match points scored by a team from the match points scored against the team]; if teams are still equal; then the team having the greater "Points Percentage" shall be placed ahead [NB: "Points Percentage" is calculated by dividing the number of points scored by a team by the number of points it concedes and multiplied by 100]; if teams are still equal then:
 - (ii) The team that has the greater "Head-to-Head Record" within the Premiership, between the two teams, shall be placed ahead of the other team; if the teams are still equal then:

¹ The "Division 2 Premier" will be granted "First-Right of Refusal" for Promotion into "Division 1" within the subsequent CRL: 2017 National Championship. If the "2016 D2 Premiers" turn down this "Promotion" opportunity, then it will be offered only to the "Winner: Division 2 Final" within the "CRL: 2016 Playoffs".

² Any "Forfeit" and subsequent loss of Championship Points will be at the discretion of- & review by- the LRLF: Judicial Review Panel ["JRP"], and determined within one [1] week of the scheduled match and relevant offense, unless a valid and approved appeal has been launched. Consequences of a forfeit may include additional Competition Points Deductions, Fines and/or Penalties applied to Clubs.

- (iii) The team who has scored the “Most Tries” in all the Premiership games will be placed ahead of a team who has scored less tries; if the teams are still equal then:
- (iv) The team who has kicked the “Most Goals” in all the Premiership games will be placed ahead of a team who has kicked less goals; if the teams are still equal then:
- (v) The team that won the “Last Match” in the Premiership, between the two teams, shall be placed ahead of the other team; if the teams are still equal then:
- (vi) The order between the relevant team(s) will be decided by “Coin Toss”.

1.3 CRL: Playoffs

At the conclusion of the Premierships, the lowest ranked teams from both divisional Premierships will be eliminated. Exclusively the top three (3) teams from Division 1, and the top four (4) teams from Division 2, only, will qualify for the CRL: 2016 Playoff Series, which shall be structured as follows:

(a) **Quarter Finals:**

- (i) Quarter Final #1 (GRN 291): the teams ranked Second and Third in the final Championship Table from the preceding 2016 CRL (Division 2) Premiership will play against one-another in the first Quarter Final fixture.
- (ii) Quarter Final #2 (GRN 292): the 2016 “CRL: Division 2 Premier” will play the team ranked Fourth from the CRL: Division 2 Championship Table, in the second Quarter Final fixture.

(b) **Colligate Finals:**

- (i) Division 2 Final (GRN 293): the winning two (2) teams from the Quarter Finals will play against one another in the Elimination Final called the “*Division 2 Final*”; in order to determine which one (1) single team will proceed into the first Semi-Final fixture.
- (ii) Qualifying Final (GRN 294): the teams ranked Second and Third in the final Championship Table from the current season’s CRL (Division 1) Premiership will play against one-another, at the grounds of the Second Seeded team, in the Qualifying Final fixture.

(c) **Semi-Finals:**

- (i) Semi-Final #1 (GRN 295): the *loser* of the Qualifying Final and the *winner* of the Division 2 Final will play against one-another in the first Semi-Final fixture. This match will take place at the home grounds of the team who played in the Qualifying Final.
- (ii) Semi-Final #2 (GRN 296): the 2016 “CRL: Division 1 Premier” will play the *winner* of the Qualifying Final, at the D1: Premier’s field of choice selects, in the second Semi-Final fixture.

(d) **Preliminary Final** (GRN 297): the *loser* of Semi-Final #2 will play the *winner* of Semi-Final #1 in the penultimate Preliminary Final. This match will be played at the home grounds of the team that lost Semi-Final #2.

(e) **Grand Final** (GRN 299): the *winner* of Semi-Final #2 and the *winner* of the Preliminary Final, will played against one-another in the CRL: 2016 Grand Final, at the home stadium of the winning team from the second Semi-Final. The winner of this match will be the CRL: 2016 National Champions.

All CRL: 2016 Playoff matches will only be played at grounds approved by the LRLF: Title-Events Department (“TED”).

Should any Playoff match or the Grand Final be drawn after 80 minutes of playing time, 2 x 10min full-halves of extra-time will be played to determine the winner. Should the game be drawn at the completion of extra-time the game will continue into additional “Golden Point” extra-time. The team scoring first in this second allotment of extra-time will be the winner by virtue of “Golden Point”.

2.0 FORMAT OF MATCHES

2.1 Match Commencement, Delays, Duration and Number of Players

- [a] Matches are to start at the scheduled kick-off time. Should a team be delayed, they must notify the Tournament Director no less than one [1] hour before the scheduled kick-off time.
- [b] Delayed matches can be played if both Coaches *or* Team Managers *and* Referee agree unanimously. The Referee will have the deciding vote and provide a report of the delayed start to the Tournament Director.
- [c] The coin toss will be in accordance with the International Laws. The Match Officials will toss the coin for the visiting team to call. The winner of the toss will have the choice of either:
 - Side of Field, *or*
 - Option to Kick-Off at the start of the game.
- [d] Each match shall be of 80 minutes duration, consisting of 2 x 40 minute halves. There shall be a half-time interval of 10 minutes.
- [e] Teams alternate their sides of the field at half-time, and also alternate kick-offs in each half. In other words, teams swap their sides of the field at half-time, and the team that kicks-off at the start of the game will receive the ball at the start of the second-half.
- [f] The Referee will be the official timekeeper, unless the Referee designates the 4th Official as the timekeeper. Should the Referee employ a timekeeper, both Teams' Coaches, Team Officers and Captains must be made aware of the agreed upon "Mode of Signalling" for the end of each half of the game. Notwithstanding, the Referee shall be responsible for signalling the official start- *and* end- of play using his whistle.
- [g] The game shall be played with each team having not more than thirteen (13) and not less than nine (9) players on the playing field at any one time.
- [h] Within the CRL, each team may have up to four (4) interchange players. Division 1 teams may only use a maximum of twelve (12) interchanges during the course of a match, whereas Division 2 teams are allowed to use a maximum number of fourteen (14) interchanges during the full course of a match. During the CRL: Playoffs, all teams (regardless of Divisional Premiership) are eligible to use a maximum of twelve (12) interchanges during the course of a match, with an additional two (2) extra/additional interchanges being granted to both teams in the instance of a draw and extra-time having to be played.
- [i] If a team has less than eleven (11) players, both Coaches and the Referee shall decide if the game is to be played or not. If the decision is for the game *not* to be played then appropriate action will be decided by the LRLF: Judiciary and may include Championship Points Deduction, Fines and/or Penalties applied to Teams, and/or Suspension from the CRL.

2.2 Postponed Matches

- [a] If a match is postponed due to bad *or* inclement weather *or* an Act of God, then the match will be replayed on such date and at a venue and time as agreed by the Tournament Director in consultation with the two affected teams.
- [b] If a match must be postponed and rescheduled, it is the responsibility of the Tournament Director to notify all parties concerned immediately following the decision.
- [c] In the event of a match that cannot be played, and after attempts to reschedule have been exhausted, the Tournament Director may decide to waive the match, so long as it has no bearing on Championship Table positions; as and when approved and sanctioned by the LRLF: Executive Board and subsequent notification of all participating teams.
- [d] If a team requires rescheduling a match due to circumstances not related to inclement weather, Act of God, hazard or emergency, they must send a request in writing to the Tournament Director at least forty-eight (48) hours prior to the date and time of the original game.
- [e] A team failing to fulfil a fixture without a satisfactory reason, or forfeiting a fixture, shall be referred by the Tournament Director for sanctioning to the LRLF: Judiciary; which may lead to fines or financial recovery [including, but not limited to, the cost of field hire, travel expenses and match officials] and championship points deducted.

2.3 Abandoned, Incomplete and Forfeit Matches

- [a] If a match can not be completed due to unforeseen circumstances (*e.g.* Act of God, inclement weather, player injury, player/spectator safety, power failure, etc.) or a team is reduced to less than nine (9) players, it will be considered completed if at least 60 minutes (or three-quarters) have been played. If 60 minutes cannot be played then the game will be rescheduled, unless the Match Officials, with consultation of both coaches, agree unanimously to accept the score at the time the match was stopped as the final result. When the Tournament Director subsequently endorses such decision, it shall be final and not subject to appeal.
- [b] A match is forfeited, unless the Referee or Tournament Director is notified otherwise, when less than eleven (11) players from either team are available to take the field at the scheduled start time.
- [c] If a match is forfeited, it counts as a loss for the team that has failed to meet its requirements. The opposing team will be awarded the win 50-0, as well as the two (2) Competition Points for the win. No individual player will be accredited these points.

3.0 ON-FIELD

- [a] **Playing Kit:** All players on each team must play every match-fixture in a unified team kit, including matching jerseys, shorts *and* socks. Each CRL participant team must only field players who are wearing approved player apparel / team kit. Failure for all members of a CRL team to wear matching, and approved player apparel, will be referred to the LRLF: Judiciary for consideration of disciplinary action, and may result in a fine and/or loss of competition points.
- [b] **Kick Off:** ... *See: Article 2.1 (a)*
- [c] **Sin Bin [Yellow Card]:** When the referee sends a player to the "Sin Bin" they cannot be replaced. It is mandatory for a sin-binned player to remain as near as possible to the Fourth Official, and they are *not* permitted to sit with their respective team's interchange bench for the duration of the Sin Bin. ... *See: Article 9.2 (c)*
- [d] **Send Off [Red Card]:** A player sent-off from the field by the Referee will take no further part in the match and will remain outside the playing area for the duration of the match, and for the duration of any subsequent suspension. ... *See: Article 9.2 (d)*

4.0 PLAYING KIT

4.1 Team Branding: Colours & Logos

Each participating team is required to advise, and register with, the Tournament Director their respective team's attire design *and* colours (including exact pantones) *and* logos, no later than 31st September 2015.

Where, in the opinion of the Tournament Director, the registered colours of two teams are likely to cause confusion, the Tournament Director will confirm the first team to register their colours and advise the other team that either: (i) a change of colours is required, or (ii) an alternative kit is needed to be sourced.

4.2 Numbering of Players

Squad Numbers must be displayed on the back of each players' Jerseys, be not less than nine inches (9") in height and be clearly visible and must stand out from the surrounding background.

4.3 CRL Logo

All teams are required to display the CRL: Championship Logo on the right chest of their Jersey. Alternatively, teams may opt to display the CRL: Championship Logo on *both* sleeves of their Jersey, if they *also* display the LRLF Logo on the right chest of their Jersey.

5.0 MATCH-DAY REQUIREMENTS

5.1 General

- [a] The host team is responsible for making all necessary arrangements for hosting the match at the venue of their choosing including, but not limited to, those set out in the LRLF: Minimum Standards.
- [b] The host team shall ensure that when hosting a CRL fixture, it complies with all applicable Local, Regional and National Laws, and obtains all necessary licenses and permits to operate the event.

5.2 Commercial Rights

Each participating team agrees that the LRLF has the right to grant any sponsorship, media and/or other commercial rights (the "Commercial Rights") in relation to the LRLF Championships, and agrees to comply with the terms of all such agreements as advised to it from time to time.

All teams acknowledge that the LRLF holds all Commercial Rights for all matches in the CRL National Championship and will be awarding exclusive rights in respect to certain goods and services in connection with the LRLF to commercial partners. The host team must therefore not hold itself as being entitled to sell rights in relation to the LRLF and shall not sell Commercial Rights in any matches in the Championship in any manner which might imply a connection between the Championship and/or LRLF.

The hosting team must seek LRLF approval for any proposed grants and/or sales of Commercial Rights to avoid any conflicts with the LRLF.

5.3 Field Markings³

Field markings should be in reference to, and as near as possible, the International Laws of the Game, as set out in the LRLF Minimum Standards document. It is the responsibility of the host team to ensure field markings meet these standards.

5.4 Posts and Post Protectors

It is the host team's responsibility to ensure that the field posts are fit for purpose and are secured to the ground. Hybrid posts (such as those attached above soccer post) or Gridiron posts are acceptable. Goal posts are required to be suitably protected. Corner posts for the goal line should be in reference to the International Laws of the Game and of a soft or thin fiberglass material. Other field posts and flags should be of similar material at least one (1) meter outside of the touchline. [NOTE: PVC piping should not be used for fear of snapping and creating splinters.]

6.0 TEAMS

6.1 Medical Provisions and Emergency Management Plan

- [a] All participant teams shall provide, during all matches, ample water and at least one (1) qualified Athletic Trainer or Physiotherapist, preferably assisting a qualified Doctor. All medical personnel should be made available to opposition teams and Match Officials, for treatment, if required.
- [b] Each team should develop an Emergency Management Plan in conjunction with local Police, Ambulance or Emergency Response personnel. This should include a Crisis Communications Plan to appropriately manage the message that is invariably propagated as a result of a severe event and/or crisis involving any stakeholder (*i.e.* team, player, coach, team personnel, or team fan).

6.2 Communication

- [a] Each team must provide the Tournament Director with contact details of their match-day administrator for the purpose of emergencies and as a spokesperson for media reports.
- [b] All players, coaches and team personnel should be aware they could be required for media calls and comments. They should make themselves reasonably available for such activities and keep all comments associated only to their team, and not the Match Officials or the LRLF.
- [c] Any comments made to the public or press by any player, coach or team personnel, that are found to be derogatory in their nature, could be guilty of misconduct and will be referred to the LRLF: Judiciary and/or the LRLF: Board of Trustees.

³ See Appendix III: Rugby League Football – Field Dimensions

7.0 MATCH OFFICIALS

- [a] Any Player, Coach or Team Officers wishing to speak to the Match Officials should do so through the Fourth-Official. And any person outside of the Playing Area wishing to speak to the Match Officials should do so through the Tournament Director.
- [b] All teams should ensure that Match Officials are not subjected to abuse, derogative comments or harassment on the field, entering the field or leaving the field.
- [c] Should a Spectator, Player, Coach or Team Personnel have an issue with a Match Official, it should be raised initially with the applicable Team Personnel who is to immediately contact the LRLF: MOD [Match Officials Department] and the CRL: Tournament Director.

7.1 Selection

Match Officials will be appointed at the sole discretion of the MOD [Match Officials Department]. The appointments of the four (4) Officials: Referee, two (2) Touch-Judges and the Fourth-Official for each match, shall aspire to be neutral, in terms of club, team and/or regional affiliation, to the Participating Teams in the match.

7.2 Appointment

The MOD shall advise Teams, via their Team Officers, of Match Officials appointments no later than 48 hours prior to start of match. Should an appointed Match Official be injured prior to, or unable to attend the match, then the MOD may appoint a substitute Match Official at their discretion; should no other Match Officials be in attendance and/or available.

7.3 Match Officials Costs

All costs for Match Official will be met by the LRLF and the MOD directly, and under no circumstances is a team to provide match officials with *any* form of remuneration. Any breach in this article will be immediately reported by the Match Official to the Tournament Director, and subject to review by the LRLF: Judicial Review Panel ["JRP"].

7.4 Decision of Match Officials

Decisions made by Match Officials during a match relating to the Laws of the Game shall be final and not subject to objections or appeal.

7.5 Interchange Procedure

- [a] The Fourth Official (or LRLF: MOD Touch Judge) present will be responsible to manage the interchange process.
- [b] Interchanges may take place during general play, after any scoring has been completed, when the ball is out of play, or when play has been temporarily suspended by the Referee.
- [c] Interchanges cannot be made after the Referee has ordered a scrum until the scrum has been completed. A Player leaving the field may do so at any time but their replacement cannot enter the field until the ball emerges from the scrum. An interchange may take place at a scrum only if the Referee has temporarily called time-off.
- [d] Prior to an interchange being made, the Player going on to the field must report to the 4th Official (or Touch Judge). Once the Player who is to be withdrawn has exited the playing field, the Player going onto the field will then be given permission to enter the playing field, but only if their respective team is in possession of the ball, and the Player must enter the playing field from an on-side position.
- [e] If a player is sent from the field or sin binned, a replacement cannot be made for that player until the subsequent time has elapsed.
- [f] Failure to comply with the interchange rules may be treated as misconduct by the Referee and subject to both a report to the Tournament Director and sanctioning by the LRLF Judiciary.
- [g] Each participating team will be responsible for ensuring compliance with the interchange procedures. Failure to comply will result in an investigation and possible disciplinary action.

8.0 MATCH DAY PROTOCOL

8.1 Videography

The LRLF shall arrange for each team's match to be filmed from the halfway line, in the grandstand, and will provide each participating team with a copy of such film as soon as practicable after each match. Each participating team shall pay fees for this service as part of their annual dues, and any failure to meet this financial obligation shall be reported to the LRLF Judiciary for review and disciplinary action.

8.2 Dressing Rooms

The host team will specify which dressing room each team will occupy. It is compulsory for all teams to use the dressing rooms. Failure to comply will result in LRLF Judiciary review and disciplinary action.

8.3 Match Balls

The LRLF will provide three (3) Rugby League match footballs for use on game-day. These are to be examined and approved by the Match Officials prior to use.

8.4 Kick Off

Each participating team shall ensure that its team is ready to take to the field, as- and when- directed by the Match Officials; which is usually to be no less than two (2) minutes before the start of each half.

8.5 Team Sheets

- [a] A team sheet, approved by the Tournament Director, must be completed by each team, with one copy submitted to the opposing team and another to the 4th Official (or Referee), no later than fifteen (15) minutes prior to kick off.
- [b] A maximum of seventeen (17) players named on the team sheet will be allowed to take part in a CRL match fixture. If there is any change in the seventeen (17) players listed after the team sheet has been submitted, the Match Official must be advised for his approval. Furthermore, the Match Officials should report any discrepancies between the names listed on the team sheets and the players registered to a Team Roster to the Tournament Director. The team sheet must also list the MOD personnel who are on duty for that game.

8.6 Results & Match Reporting

- [a] Both teams' coaches, in consultation with the referee, must agree on the final score immediately on completion of the match, and text message and/or e-mail the result to the LRLF: CMO (Chief Marketing Officer) and/or the LRLF Media Officer.⁴ The result must identify the match winner, and list the score for each half. For example:
 - Draw: AUB vs. LAU
 - AUB [4] **18** | LAU [16] **18**
 - *i.e.* Team Name [First-Half Score] **Final Score** | Team Name [Score at Half-Time] **Score at Full-Time**
- [b] A match report must be compiled by each team and e-mailed to the LRLF Chief Marketing Officer and/or the LRLF Media Officer as soon as possible on completion of the match, and subject to media deadlines; being twenty-four (24) hours following the match. The match report must include the date, time & location of the match, as well as the full-names of all points' scorers, and all players who were Sin-Binned or Sent Off and for what offense they were penalized.
- [c] Immediately upon conclusion of the match, the referee must notify the MOD Chairperson and the CRL Tournament Director of any resulting on-field disciplinary action; including players placed on-report, and the award plus recipient name of any yellow- or red- cards. Their referee's notification must then include an official written report, e-mailed to the MOD *and* the Tournament Director, no later than 9:00am the Monday following the match. This report is then to be forwarded for review by the LRLF Judiciary for their review and possibly sanctioning by the LRLF: Disciplinary Panel.

⁴ TBD

8.7 On-Field Team Personnel

8.7.1 Athletic Trainer [Yellow Tops]

- [a] An Athletic Trainer may enter the playing field at any time, behind play, and must not interfere with the progress of play, nor are they entitled to communicate with a Match Official, unless a serious injury has occurred.
- [b] They must enter and leave the field as quickly as possible.
- [c] An Athletic Trainer may enter the field to inform a player that he is being interchanged, and may remain on the pitch for a maximum of three (3) tackles whilst carrying out this duty.
- [d] In the case of a breach by the Athletic Trainer the Referee will stop the game and provide a warning to the Trainer. Should further breaches occur the Referee can send the Athletic Trainer from the Playing Area, and the affected team will not be allowed to use a member of staff for interchanges for the remainder of the game.

8.7.2 Medical [Orange Tops]

- [a] The team's Medical Personnel is allowed unlimited access to the playing field to directly render assistance to injured players, and in stances of severe injury may indicate to the Referee that the game should be stopped.
- [b] They must enter and leave the field as quickly as possible.
- [c] They are not allowed to pass on messages at any time, nor are they allowed to be involved in the on-field interchange process; save that when they go onto treat a player, they may assist bringing they player off the field (*i.e.* escort him to the touch line for further treatment).

8.7.3 Water Carrier [Blue Tops]

- [a] Only one (1) water carrier is permitted to enter the field of play in the following circumstances:
 - In General-Play, while their team is in possession of the ball, and only from behind play.
 - After a Try has been scored.
 - During a stoppage in time, such as when the Referee has stopped play for an injury.
- [b] They must enter and leave the field as quickly as possible.
- [c] They must carry an approved water-carrying device or unit, and must leave the field before play has recommenced.

8.8 Technical Areas / Interchange Bench

- [a] The host team will specify which technical area / interchange bench, inside the Playing Area, each team will occupy during the course of the match. Both technical areas must be visibly marked or outlined with the same dimensions.
- [b] A maximum of four (4) team personnel and four (4) interchange players will be allowed to sit in the team technical area / interchange bench, inside the Playing Area.
- [c] Only registered players, medical staff and coaching staff will be allowed to sit on the interchange bench.
- [d] All other personnel are to remain outside the designated Playing Area.
- [e] All personnel must remain seated on the interchange bench and inside a marked technical area unless they are in the act of warming up, the mode of being interchanged, seeking medical attention or attending to their on-field duties, including at the half-time interval.
- [f] Any personnel from the interchange bench not seated, behaving in a manner of misconduct or not in the best interest of the Game, will be requested by the Referee to leave the Playing Area and may go on report to the LRLF Judiciary.

- [g] No player, spectator or person will enter the Playing Area without due cause or become involved in any on-field altercations. In the case of an on-field altercation, any player, staff member or coach that leaves their technical area to intervene will be sent from the Playing Area, and subject to a full written report and the strictest disciplinary review from the LRLF Judiciary.
- [h] All personnel in the technical area / interchange bench must be properly attired at all times in suitable clothing [e.g. a tank top / vest / t-shirt and shorts / tracksuit bottoms / trousers].
- [i] No spectators shall be allowed to watch a fixture from any place that is deemed unsafe by the Tournament Director or Match Officials. The Referee should stop the game if any spectator encroaches on such an area, to be monitored by the Fourth Official. (Example: the roof of the Bhamdoun Stadium.)

8.9 Bleeding Players

The following procedure will apply in all cases where a player is bleeding or his person, clothing or equipment has been contaminated by blood:

- [a] If the referee notices a bleeding or blood contaminated player he will immediately stop play and signal the player is to leave the field of play, at which time the player can be interchanged;
- [b] A player who was ordered from the field by the Referee because of bleeding, who has not been interchanged, is not to be regarded as an interchange player, and therefore may return to the field of play at any time and is permitted to take a kick for goal.

8.10 Stitching / Strapping

Any player who is bleeding and requires treatment by way of either stitching, strapping or otherwise, must be taken to the team dressing room or shared medical facility so this procedure can be conducted out of the view of the general public. After treatment, the wound must be bandaged or covered to protect the injury and to eliminate the risk of further bleeding.

8.11 Contaminated Clothing

In a case where a player's person, clothing or equipment has been contaminated by blood, the referee may stop play immediately and signal for the player to leave the field and require the replacement of clothing, equipment or bandages. This player is subject to the same interchange rules as outlined in **Section 8.9 (b)** above.

9.0 MISCONDUCT

9.1 Behaviour Considered Misconduct

All participating CRL: Teams shall ensure that their Players, Coaches and Team Personnel shall, at all times, behave in the highest standards, and are bound by the provisions of these CRL: Rules and Regulations and the LRLF: Codes of Conduct.

A Player, Coach or Team Personnel may be guilty of misconduct if they:

- [a] Commit a serious or persistent breach of these CRL: Rules and Regulations;
- [b] Without limitation to **Article 9.1(a)** above, commit a breach of *any* of the rules listed in **Article 10** below;
- [c] Engage in Conduct that is Prejudicial to the Interests of the LRLF, LRLF Members or LRLF Match-Fixtures;
- [d] Is convicted of a criminal offense by any court of competent jurisdiction;
- [e] Fails, within the ascribed allotment of time, to comply with *any* decision of the LRLF: Judicial Branch (*see below*), the LRLF: Executive Board and/or LRLF: Board of Trustees.

9.2 Proceedings for an Offense or Breach

- [a] In a case where a Team, Player, Coach or Team Personnel has failed to comply with a provision of these Rules and Regulations, proceedings may be taken against that Team, Player, Coach or Team Personnel with a penalty imposed.
- [b] On-Report: the Referee may place a Player, Coach or Team Personnel "*On-Report*" by signalling an **X** with his arms; wherein the Fourth Official will note (i) the time of the incident and (ii) a brief description upon the game sheet. This procedure automatically triggers an investigation by the LRLF: Judicial Review Panel ["JRP"] of the incident "On-Report" for their consideration.
- [c] Sin Bin [Yellow Card]: the Referee may send a player to the "Sin Bin" for ten [10] minutes. A sin-binned player cannot be replaced until the ten [10] minutes sanction has elapsed and they are permitted to re-enter the field and game, only by authorization of the Referee. Any player receiving three [3] yellow cards within the course of a season, not necessarily in consecutive order/matches, will be automatically suspended for the next match following the third yellow card. Subsequent to the player serving this automatic one [1] match suspension, their effective "Card Count" is reset to a tally of zero [0].
- [d] Send Off [Red Card]: the Referee will send a player from the Playing Area for "Foul Play" or "Misconduct". Examples of this include, but are not limited to: (i) a [deliberate *or* unintentional] "High Tackle", where the defending player comes in contact with the head/neck of an attacking player, (ii) Deliberate Foul *or* Dangerous Play, (iii) Verbal Abuse *or* Contact with a Match Official. The issuance of a "Red Card" *does* automatically result in a Player/Personnel being sent from the field of play, and they are not permitted to sit in the "Technical Area" for the remaining duration of the match *or* for the duration of any subsequent suspension. An automatic one [1] match suspension is a statutory effect for the recipient of a Red Card, and subsequent to this one [1] match suspension being served the player's effective "Card Count" (including any cumulative "Yellow Cards") will be reset to a tally of zero [0]. Furthermore, within forty-eight [48] hours (following the recorded kick-off time from when the "Red Card" was issued), the Referee will submit a detailed "Incident Report" and account to the MOD: Chairperson (including any preceding & proceeding reactions and/or responses from Players, Coaches or Team Personnel). In turn, the MOD: Chairperson will submit the report to the LRLF: Judicial Review Panel ["JRP"] for their consideration.

9.3 LRLF Judicial Branch: "JRP: Judicial Review Panel"

- [a] The initial investigation and decision on whether a player should be charged with an on-field misconduct is made by the Judicial Review Panel ("JRP") as detailed below:
- [b] The JRP is comprised of & administered by: (i) Chairperson – Match Officials Department ("MOD"), (ii) LRLF: Tournament Director ("TD"), *and* (iii) an Independent Member.
- [c] In all "Judicial Cases" considered, the JRP have following options:
 - Charge the Team, Player, Coach or Team Personnel [henceforth referred to as "Party"] and refer the matter to the Disciplinary Committee.
 - Caution the Party – in which case, subject to the "Right of Appeal" to the Disciplinary Committee, the Caution will be placed on record.
 - Decide there is no case to answer, in which case the JRP may still send the Party a warning/advice letter.

- Where a Player has been dismissed from the field of play, deem the Referee's decision to send the player from the field of play sufficient punishment and place this finding on the Player's LRLF: Record.
 - Refer the matter to the DC for further investigation.
- [d] All decision of the JRP will be logged and published on the LRLF website.
- [e] If any person reasonably believes that any Player, Coach, Team Personnel *or* Official is "Guilty of Misconduct", or wishes to bring any on-/off- field incidents of alleged misconduct to the attention of the JRP, they must *immediately* inform the LRLF: CEO in writing [outlining *all* relevant and specific details of the alleged misconduct upon the "LRLF: Petition Form"], no later than forty-eight [48] hours following the recorded kick-off time or incident in question. The LRLF: CEO will then forward the written allegation to the LRLF: Judicial Review Panel ["JRP"] without delay, who will review and reach a conclusion within ninety-six [96] hours.

9.4 LRLF Judicial Branch: "DC: Disciplinary Committee"

- [a] The Disciplinary Committee ("DC") has the authority to approve and homologate the results of the LRLF Championships and to resolve on all disciplinary issues related thereof. In particular, it has authority to investigate and rule on matters pertaining to assaults on the Match Officials (whether verbal, physical or moral), as well as investigating a player's sanctions, as the case may be. If the DC does not consider that it can reach a decision on the evidence before it, it may ask the JRP for further evidence or dismiss the case.
- [b] The DC shall determine:
- Whether an Offence has been committed;
 - If so, the Grade of the Offence;
 - Where a Party has been found guilty of an Offence, the appropriate sanction, in accordance with the "LRLF Judiciary: Sentencing Guidelines & Procedures" ["JSGP"]. (Third party recommendations (RLIF/RLEF) may be used.)
- [c] The DC is also competent to resolve on all off-field matters related to players actions and/or behaviours that transpire outside of the Playing Area, as well as matters affecting breaches by the teams related to their duties in the CRL: Championship. The DC may sanction a Team, Player, Coach or Team Personnel to be:
- Excluded from a Championship and/or Fixture,
 - Demoted to a Lower Division,
 - Suspension / Expulsion,
 - Deduct Championship Points, and/or
 - Apply Fines.
- [d] The DC's proceedings may be initiated by the JRP, or the LRLF President, or by any person designated by the latter to this effect. The JRP are in charge of the investigation of disciplinary matters and may present the case to the DC with the findings and recommendations.
- [e] Any player receiving a suspension in the CRL Championship will not be permitted to serve out any part of his suspension in the LRLF: Championship, nor the SRL: Championship, and vice-versa. (For purposes of clarity: each Championship serves as a unique Tournament, with suspensions requiring their term to be served in kind.)
- [f] All decisions of the DC are appealable in accordance with the provisions with these rules, below.

9.5 LRLF Judicial Branch: "AC: Appeals Commission"

- [a] The appeals body may be asked to resolve on matters that have been fully investigated, or on matters that are still subject to investigation.
- [b] The Appeals Commission ["AC"] is defined as:
- The LRLF: Judicial Body to receive, adjudicate and resolve the appeals in relation to decisions, sentences or verdicts rendered by the Disciplinary Committee ("DC").
 - The AC is to receive, adjudicate and resolve the appeals in connection with the breaches in the game, or to the rules of the LRLF.
 - The AC may be asked to resolve on matters that have been fully investigated, or on matters that are still subject to investigation. The same rules of proceedings mentioned for the DC shall apply for the AC, except that the Appeals Body shall not be bound by the time frame to reach decisions.
- [c] An award rendered by the Disciplinary Committee ("DC") may be subject to an appeal to be lodged by either:
- the Party sanctioned by the DC
 - the President of the Club(s) / Team(s) concerned by the matter
 - the LRLF President and LRLF Secretary-General, jointly signed

- [d] The delay of the appeal is fifteen (15) days, starting from the next day of the date of the award. The appeal is subject to the payment of a non-refundable fee of Three Hundred Thousand Lebanese Lira (LBP 300,000).
- [e] Unless otherwise decided by the Appeals Body, the appeal shall serve to suspend the effect of the DC's award.
- [f] Upon the receipt of a request for appeal, the AC shall proceed with the notification of all the other parties involved in the DC proceedings. The notification shall contain the reference to the delay within which the notified Parties will have to submit their observations to the appeals body.
- [g] The appeals award shall be published and rendered public. It shall be final and binding, and cannot be subject to any form of contestation.

10.0 MISCONDUCT OFFENSE

10.1 Inducements

It shall be an offense for any Player, Coach, Personnel, Official, Officer or any Stakeholder, offering or receiving a bonus or any form of inducement to– or from– any other Player, Coach, Personnel, Official, Officer or Stakeholder, whether directly or indirectly and by whatever means, to win, lose or draw a match or alter or influence their decision in a match may be deemed guilty of misconduct and may be dealt with as provided above.

10.2 Betting

It shall be an offense for any Player, Coach, Personnel, Official or Officer to place, accept or lay a bet on any LRLF match or tournament, or in relation to LRLF matches or tournaments in any way, or to provide information or do any other act or thing which is calculated to or does assist other involved on any of the foregoing.

10.3 Criticism of Match Officials

It shall be an offense for any Player, Coach, Personnel, Official or Officer to publish, or cause to be published or make public (by whatsoever means or medium), comments that are prejudicial or derogatory of LRLF Match Officials, or the manner in which a Match Official has conducted their duties.

10.4 Discrimination & Discriminatory Behaviour

It shall be an offense for any Player, Coach, Personnel, Official or Officer to engage in discrimination on the grounds of age, ethnic origin, gender, and special needs, including learning and physical disabilities, class or social background, religion, sexual orientation, marital status, pregnancy, colour or political persuasion.

10.5 Gestures & Foul Language

It shall be an offense for any Player, Coach, Personnel, Official or Officer to make any gesture, or use foul and/or abusive language, that may be considered obscene or likely to incite disorder.

10.6 Unruly Behaviour

It shall be an offense for any Player, Coach, Personnel, Official or Officer to behave in an unruly manner in any public place, which for the avoidance of doubt shall include to– and from– competition venues / stadia, within team transportation, and in vicinity of playing areas.

10.7 Conduct Prejudicial to the Interest of the LRLF

It shall be an offense for any Player, Coach, Personnel, Official or Officer to behave in a manner which is prejudicial to the interests of the LRLF or which may cause damage, annoyance or disrepute to the LRLF or the Game of Rugby League Football.

10.8 Safety

It shall be an offense for any Player, Coach, Personnel, Official or Officer to fail to comply with safety instructions provided by the recognized Team Representative and/or person of authority responsible for safety & wellbeing of the venue.

10.9 Supporters & Spectators

Participating teams shall use their best endeavours to ensure that their supporters and spectators attending any LRLF official event, and in respect of local residences, do not use foul and abusive language or threatening gestures towards Players, Coaches, Personnel, Officials, Officers, other Supporters and Members of the Public.

11.0 MEDIA RELATIONS

It is imperative for the success of the Championship that all players, coaches and officials make themselves available to the media at all times. In particular there will be the following requirements:

11.1 Team Photograph

The LRLF requires all teams to provide team photos, and ensure that the full squad and all Team Officials are available for a formal team photograph at each fixture.

11.2 CRL Championship Final: Pre-Match Press Conference

Prior to the Championship Final, participating teams' full squads must be available to meet for a pre-match Press Conference, *if* and *as* and *when* required, as specified by the LRLF: TED (Title-Events Department) hosting the fixture. The Team Manager, Coach and Captain must be available for a short formal press conference if requested by the LRLF: TED.

11.3 Weekly Press Briefings

Each team's Representative, Team Manager and/or Coach shall liaise with the appointed media officers each week to discuss potential news stories to be released to the media.

11.4 Pre-Match Venue Training or Familiarization Visit

These visits will be open to the media, and all players and officials should make themselves available for informal interviews after the training session or familiarization visit.

11.5 Post-Match Press Conference

Each team's Representative, Coach and Captain must be available for a short formal press conference after each match, together with the Man-of-the-Match or any other nominated player, if requested by the LRLF or host team.

11.6 Official Spokesman

Each team must provide one (1) personnel as the Official Spokesman of their team. The Official Spokesman must be available for emergency and press contact on their mobile phone between the hours of 08:00 and 21:00 each day.

11.7 Telephone Access

Each team shall co-operate with media requests for telephone interviews from radio stations.

12.0 PLAYERS' ELIGIBILITY

12.1 Player Registration

- [a] All players wishing to participate in the CRL Championship must be registered with- and by- the LRLF.
- [b] The CRL Championship is strictly and exclusively reserved for student athletes; who are presently enrolled in their respective academic institutions for the current academic year.
- [d] In accordance with the Lebanese University Sports Federation [**FSUL**: *La Fédération Sportive Universitaire du Liban*], and in covenant with the International University Sports Federation [**FISU**: *La Fédération Internationale du Sport Universitaire*], only student athletes under the age of twenty-five [25] years, are eligible to compete in the CRL Championship. For avoidance of doubt:
 - The CRL: 2016 Championship is strictly reserved for student athletes who were born on / after 1st January 1991.
 - Any student athlete who is born on / before 31st December 1990, is *not* eligible to compete for any team within the CRL: 2016 Championship.
- [c] A non-refundable, annual registration fee of Forty-Five Thousand Lebanese Lira [45,000 LBP], made payable to the Lebanese Rugby League Federation (LRLF), must accompany each completed LRLF: Player Registration Form.
- [d] No player is registered until ratified by the LRLF.
- [e] The LRLF can deregister a player any time it so chooses and without prior notice.
- [f] All players under 18 years of age *must* provide a duly signed statutory document from parents approving and allowing them to play and waiving all rights.
- [g] New player registrations, during the season, can be submitted and received by the CRL: Tournament Director (or via the LRLF: CEO) before 12:00pm (noon) on the Monday before a fixture / round they wish to participate in.
- [h] All registrations are valid for one (1) season and expire on 31st August 2016.
- [i] All teams are expected to respect the moral wellbeing of players.

12.2 Player Eligibility: Playoffs

In order for Players to be considered eligible for the CRL Playoffs, they must:

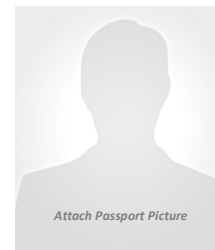
- [a] Adhere to all CRL Rules and Regulations,
- [b] Division 1: Have been recorded in a minimum of four (4) games in their respective team's rosters from the CRL: Division 1 Premiership.
- [c] Division 2: Have been recorded in a minimum of three (3) games in their respective team's rosters from the CRL: Division 2 Premiership.
- [d] Failure to meet these requirements will infer an "Ineligibility Status" in respect to that student athlete's ability to participate in their team's CRL: Playoffs matches or CRL: Championship Final.
- [e] A breach by a player in these eligibility requirements will incur a forfeit for the team found guilty, and a referral to the LRLF: Judicial Branch by the CRL: Tournament Director / LRLF: CEO.

**ALL TEAMS MUST HONOUR THE SPIRIT OF
THE CRL RULES & REGULATIONS**

Appendix I: LRLF: PLAYER REGISTRATION FORM (2016)



**LEBANESE RUGBY LEAGUE FEDERATION
Player Registration Form**



LRLF ID:

For Official Use Only

LRL Club:	CRL Team:
<input type="checkbox"/> 2 Years <input type="checkbox"/> 3 Years <input type="checkbox"/> 4 Years	SRL Team:

First Name: _____ Middle: _____ Surname: _____

Date of Birth: _____ Nationality: _____ Blood Type: _____
dd - mm - yyyy

Address: _____

Tel: _____ Cell: _____ Email: _____

ANNUAL REGISTRATION FEE					
<input type="checkbox"/> LRL LBP 60,000	<input type="checkbox"/> CRL LBP 45,000	<input type="checkbox"/> SRL LBP 15,000	<input type="checkbox"/> LRL+CRL LBP 90,000	<input type="checkbox"/> LRL+SRL LBP 75,000	<input type="checkbox"/> OTHER:
<small>Please check the box of the Championship(s) you are herein registering for. If "other", please specify.</small>					

Emergency Contact: _____ Relation: _____ Phone: _____

LIABILITY AND RISK

Rugby League Football is a full-body contact sport, which carries a risk of personal injury similar to other sports. The LRLF dutifully takes all considered steps to reduce and mitigate any risk of serious injury, but it is not possible to eliminate all risk in a sport involving dynamic contact. By signing this LRLF: Player Registration Form, the player herein unquestionably accepts the risks associated with participation in this sport; and acknowledges this warning of the injury risks involved. The LRLF is required to warn persons playing / involved in the game of the significant risks of injury involved in the sport, which the LRLF hereby does.

INDEMNITY AND COMPLIANCE

A primary condition of membership and/or registration with the LRLF is that the player acknowledges:

- That membership and/or registration is conditional on continued observance of - , and compliance by-, the Player with all provisions of the Laws of the Game, the LRLF Policies & Procedures, the Constitution and the Championship(s) Rules & Regulations.
- That they will accept the decisions and directions of the LRLF, and its personnel *and/or* committees, made in accordance with the Rules and Regulations and the LRLF Constitution.
- That they will not, during their current membership *and/or* registration, or at any time thereafter, or should they cease to be a member/registered, make any claims against the LRLF for damages due to negligence related to any alleged act or omission of the LRLF, or any of its members, officials or employees, for injury arising out of any game or training program.
- That in the event of any person commencing any legal or similar proceedings against a Player for any assault, breach of the Rules, or negligence which results in injury, the Player hereby indemnifies: the LRLF, the Clubs/Teams, any of their officials and employees, and any stakeholders, against any order of the Court including any award for damages, legal costs and disbursements which may be awarded or ordered against any of them.
- That the indemnity and waiver herein may be pleaded in bar to any such proceedings aforementioned.
- If the Player shall suffer any injury including, but not limited to, fatality whilst engaged in training or playing the game of Rugby League Football, and a cause of injury was the negligence, trespass, assault or a breach of other obligations imposed by laws or any of their persons or bodies named, then the liability of the LRLF (including its volunteers, officials and employees) is limited to the extent of any insurance policy held by the LRLF *and/or* Club/Team; and the amount which such insurer is liable to pay under the policy, and/or the amount of insurance payable by any applicable statutory insurance schemes.
- The Player agrees that this limitation of liability applies even if he ceases to be a member of the LRLF *and/or* Clubs/Teams.

By signing this form, I declare that the above information is true and correct to the best of my knowledge, and I understand that the information will be added to the LRLF National Membership Database. I agree to unequivocally abide by the Constitution and By-Laws of the Lebanese Rugby League Federation that I am registering with and its Terms and Conditions. I have clearly read and understand the Liability and Indemnity Clauses in this form and also agree to abide by the aforementioned LRLF Policies & Procedures.

Player's Signature: _____ Date: _____

If applicant's Legal Guardian, please also print your full name

dd - mm - yyyy

NOTE: Player Registration is neither complete nor valid until it is duly approved by the LRLF: Executive Branch.

ATTACHMENTS REQUIRED WITH ALL APPLICATIONS:

- Photocopy of ID** (Passport: Biographic Page *or* Lebanese Hawiyeh: Both Sides)
- Passport Picture**
- Annual Registration Fee**
- If the applicant is *NOT* of Legal Age (*i.e.* under 18) this document *MUST* be signed by their Parent *or* Legal Guardian
- CRL:** Photocopy of College / University ID
- LRL:** If any Player wishes to TRANSFER to another Club before the expiration of their current registration period, the Player must submit a new PLAYER REGISTRATION FORM to the LRLF, attach their current LRLF: ID CARD, pay the TRANSFER FEE, and *MUST* also attach a LRLF: PLAYER RELEASE FORM that is duly signed & stamped by the Club with which they are presently registered.

Appendix II: LRLF: PETITION FORM



LEBANESE RUGBY LEAGUE FEDERATION
Petition Form

Petition to: _____

We / I. undersigned _____

draw your attention to

Therefore we/I call upon you to

Petitioner Signature: _____ **Date:** _____

Decision:

Committee Signature: _____ **Date:** _____

Appendix III: RUGBY LEAGUE FOOTBALL – FIELD DIMENSIONS

