

# Rugby Playing Rules

## Submitted by NIRA

World Rugby Laws of the game can be found here: <https://passport.world.rugby/laws-of-the-game/laws-by-number/>

Our only modifications pertain to short-sided rosters not addressed in WR Laws, jersey numbering, and game day roster/squad size:

\*\*\*\*\*

## 2. GAME DAY INFORMATION.

### A. Rugby Playing Rules.

Unless otherwise stated within this document, all matches will follow World Rugby – Laws of the Game.

For the purpose of NIRA competitions, roster/squad sizes for an individual XV's match are capped at 25 players with 10 substitutions allowed. Rolling replacements are not permitted. B. Playing Field. Institutions are encouraged to follow the standard playing field and equipment requirements as outlined in Law No. 1 of the World Rugby Laws of the Game. If an institution's playing field does not meet the requirements as outlined, it will be communicated to the Commissioner. After such communication, it will be determined if the field is adequate for regular season and/or postseason play.

\*\*\*\*\*

### C. Kit Requirements.

All teams are to be properly and identically outfitted in a rugby kit in accordance with World Rugby - Laws of the Game. Additionally, all kits are expected to have numbered jerseys, rugby shorts and socks that are clean without noticeable holes. The Association shall permit players to wear numbers beyond 1-23 provided no two players wear the same number in an individual match.

\*\*\*\*\*

### E. Short-Sided Matches.

In the event a program not otherwise concerned about their roster size finds there is potential to not field a full team of 15 players with appropriate substitutes, the head coach must notify the Commissioner and contact the opposing head coach a minimum of five days before the scheduled contest and provide notice. The home team must also contact the match officials and alert them of the situation. A decision on the game should be made a minimum of 48 hours before kickoff.

Teams may not begin a contest with fewer than 13 players on the field. If a team should fall below 13 players on the field, the outcome of the match automatically registers as a 28-0 forfeit and formally ends. The teams may continue in an alternate agreed-upon code to gain additional touches, but the score shall be recorded as a 28-0 forfeit for the competition standings.

Teams may mutually agree to play a format of less than 15s (i.e., Sevens or 10s; matches must be

held in World Rugby-approved formats) with the permission of the Commissioner. Teams that regularly expect to compete with only 10s or 7s must communicate this to the Association prior to the construction of the master schedule.

A team is permitted to refuse to play a scheduled 15s match that does not follow a 15s format. If a team with a full roster is not in agreement to play a different format, they will receive a forfeit victory (28-0) in the NIRA competition standings.

Only teams with the ability to field a 15s match (minimum 13 players) will be eligible for the 15s postseason.