



National Competition Rules

Season 2026/27

These National Competition Rules shall apply in respect of the following competitions as designated by the Club Rugby Board:

(Men's) Caledonia Regional League Divisions 1, 2 and 3



Table of Contents

Scottish Rugby National Competition Rules	4
DEFINITIONS	4
The Competition Rules	5
Regional Competitions Committees	5
Compliance	5
COMPOSITION AND FORMAT OF THE LEAGUE COMPETITIONS	5
FIXTURES	6
Date and Kick-Off Time	6
Postponed and Cancelled Matches	6
Abandoned Matches	7
Non-Fulfilment of Fixtures	7
THE PLAYERS	7
Registration, De-Registration & Eligibility	7
Dual Registration	8
Transfer Deadline.....	8
Pro Team Contract Players	9
Pro Team Academy Players	9
Emergency Loan Scheme	9
Premiership and National League Division Players	9
THE TEAMS	9
Team Colours	9
Team Sheets	9
Replacements / Substitutes	10
Late Arrival	10
THE GROUND	10
The Pitch.....	10
Fitness of Ground or Conditions for Play	10
THE MATCH	11
Match Organisation	11
Gate receipts.....	11
Match Ball.....	11
Half-Time Interval.....	11
Competition Points	11
Notification of Results	11
THE MATCH: LAW VARIATIONS	11

REFEREES AND TOUCH JUDGES	11
METHOD FOR DECIDING ON LEAGUE PLACINGS AND IN TIED KNOCK-OUT MATCHES.....	12
CLUBS DISQUALIFIED, SUSPENDED OR WITHDRAWING	12
PROMOTION AND RELEGATION IN LEAGUE COMPETITIONS.....	12
COMPLAINTS	13
Complaint Process	13
Sanctions.....	13
Acts of Misconduct.....	14
NOTICES.....	14
OMMISSIONS, INTERPRETATION AND EXCEPTIONAL CIRCUMSTANCES	14
APPEALS.....	14
Appendix 1	15
QUICK GUIDE TO SPECIFIC RULES AND REGULATIONS	15

Scottish Rugby National Competition Rules

DEFINITIONS

‘Board’	means the Scottish Rugby Club Rugby Board, or any sub-committee of the Board operating under the specific authority of the Board.
‘Best Playing Record Calculation (“BPRC”)	means average Competition Points gained in completed Matches multiplied by total Matches possible (e.g. a Club plays in 15 of its 22 possible Matches, achieving 34 Competition Points: BPRC adjusted points = $34/15 \times 22 = 49.86$).
‘Championship Committee’	means the Scottish Rugby Championship Committee.
‘Championship Secretary’	means the person who deals with the day-to-day running of the Scottish Rugby Competitions.
‘Club’	means any club, team or other body (as the context may require) which participates in a Scottish Rugby Competition.
‘Club Investment Fund Standards’ (“CIF”)	means the minimum standards and requirements issued by Scottish Rugby from time to time.
‘Competitions’	means the Scottish Rugby league and knock-out competitions designated by the Board from time to time.
‘Competitions Committee’	means a committee elected or appointed to assist in the organisation of an individual Scottish Rugby Competition.
‘Competitions Secretary’	means the person appointed by Scottish Rugby to act as Secretary to a Scottish Rugby Competitions Committee.
‘Cup’ and ‘Women’s Cup’	means such knock-out competitions as are designated as Scottish Rugby Competitions by the Board and as the context may require.
‘Emergency Loan Player’	means a player permitted to participate for a club by virtue of Rules 5.21-5.22 .
‘Game On’	means the Law variations approved for use in certain Scottish Rugby Competitions, as further detailed on the Scottish Rugby website .
‘International Clearance’	means the formal process under World Rugby Regulation 4 and Scottish Domestic Regulation 4.2 (Clearance to Play in another Union) whereby a Player is granted permission by both Unions to change the Union within which they are registered to play.
‘Laws of the Game’	means the Laws of the Game as issued by World Rugby from time to time and a reference to a “Law” shall be to that Law as worded within the Laws of the Game.
‘Match’	means a match played or to be played in a Competition.
‘Player’	means any person who is named by a Club to participate in a Match.
‘Playing Enclosure’	means the Field of Play and the Perimeter Area as set out in Law 1.
‘Primary League Club’	means the Club which currently holds the Player’s registration and is responsible for maintaining all aspects of the Player’s registration details.
Pro Player	means a player contracted to Glasgow Warriors or Edinburgh Rugby
Pro Team Academy Player	means a player contracted to either Glasgow Warriors or Edinburgh Rugby Academy
‘Regulations’	means any supplementary regulations provided or approved by the Board in respect of individual Competitions, or generally.
‘Rules’	means the Scottish Rugby Competition Rules approved by the Club Rugby Board from time to time.
‘Scottish Rugby’	means Scottish Rugby Union Limited.
‘Secondary League Club’	means the one additional Club for which a Player is formally registered to play.
‘World Rugby’	means the game’s world governing body.

ORGANISATION AND APPLICATION

The Competition Rules

- 2.1 The Competitions are governed by these Rules, which, together with any amendments or supplementary Regulations, require approval from the Club Rugby Board. The Club Rugby Board may issue additional Regulations for individual Competitions, amend the Rules and Regulations, and correct any error or omission as it considers appropriate.
- 2.2 Unless the context requires otherwise, words importing one gender include all genders, and words in the singular include the plural. If any provision is held to be illegal, void or unenforceable (in whole or in part), the remaining provisions will continue in force.

Regional Competitions Committees

- 2.3 The Club Rugby Board and the Championship Committee is supported in organising the Regional League Competitions by the Caledonia, East and West Regional Competitions Committees, operating under delegated authority from the Championship Committee.
- 2.4 Each Regional Competitions Committee shall comprise:
 - 2.4.1 the Regional Representative serving on the Championship Committee (elected in accordance with the Championship Election Rules);
 - 2.4.2 four Club representatives elected in accordance with the Regional League Election Rules. Unless otherwise approved by the Club Rugby Board, two representatives must be drawn from each Region;
 - 2.4.3 the Regional Representatives on the Scottish Rugby Club Rugby Board, in a non-voting capacity;
 - 2.4.4 any additional individuals co-opted to the Committee, in a non-voting capacity, and
 - 2.4.5 Scottish Rugby shall appoint a Competitions Secretary to support the administration of each Competitions Committee.
- 2.5 Each Regional Competitions Committee shall elect a Chair from among its members.
- 2.6 Subject to the Appeals Process, the Regional Competitions Committees may decide all matters relating to the organisation, control, and management of the Regional Competitions (including eligibility and qualification). Its decisions are final and binding on all participants.
- 2.7 Where a matter is routine or urgent and a meeting cannot reasonably be arranged, the Convenor/Chair may, subject to any direction from the Championship Committee, exercise that Committees powers under these Rules and Regulations.

Compliance

- 2.8 By entering a Competition, a Club agrees to comply with these Rules and Regulations, their spirit, and any other applicable Scottish Rugby rules, policies or procedures.
- 2.9 Clubs shall ensure that their Players and officials comply with all applicable Rules and Regulations.
- 2.10 Clubs must comply with Scottish Rugby Club Investment Fund Standards unless granted a dispensation. Scottish Rugby may suspend any Club which fails to meet or to maintain these Standards.
- 2.11 Unless otherwise stated in Scottish Rugby rules or policies, World Rugby's Laws of the Game of Rugby Football (the "Laws") and the World Rugby Regulations Relating to the Game shall apply.

COMPOSITION AND FORMAT OF THE LEAGUE COMPETITIONS

- 3.1 The Regional Leagues shall comprise:
 - 3.1.1 the Caledonia Regional League, contested by Clubs within the Region in a league format to be determined by the Caledonia Regional Competitions Committee;
 - 3.1.2 the East Regional League, contested by Clubs within the Region in a league format to be determined by the East Regional Competitions Committee; and
 - 3.1.3 the West Regional League, contested by Clubs within the Region in a league format to be determined by the West Regional Competitions Committee.
- 3.2 A Club's second and lower XVs may participate in the Caledonia Regional Leagues but are not eligible for promotion to National League Division 4. Second and lower XVs are not permitted to participate in the East or West Regional Leagues.
- 3.5 Subject to **Rule 13.2**, the Caledonia Regional Competitions Committee may amend promotion and relegation arrangements where it considers this appropriate, including where:
 - 3.3.1 a Club's lower XV would otherwise be promoted into the same or higher division than that Club's higher XV; or
 - 3.3.2 the relegation of a Club's higher XV would result in a Club having two teams in the same division.

Caledonia Regional League Division 1 and lower

- 3.4 Caledonia Regional League Division 1 and lower shall be administered by the Caledonia Region Competitions Committee.
- 3.5 Caledonia Regional League Division 1 shall comprise 16 Teams and be played in two stages:
- 3.5.1 Stage 1: Teams shall be divided into two conferences (Caledonia Midlands and Caledonia North), with Teams in each conference playing each other on a home-and-away basis. Subject to **Rule 13.2**:
 - 3.5.1.1 the team finishing eighth in the Caledonia Midlands Conference; and
 - 3.5.1.2 the team finishing eighth in the Caledonia North conference shall be relegated to their respective Regional League Division 2.
 - 3.5.2 Stage 2: The Teams finishing first in each conference at the end of Stage 1 shall enter a play-off competition to determine promotion to National League Division 4. The home Team for the Final shall be determined by a coin toss.
 - 3.5.3 If the Stage 2 Match is level at full-time, the Knock-Out Match Extra Time Rules (Rule 11.3) shall apply.
- 3.6 Subject to **Rule 13.2**, the teams winning Caledonia Midlands Regional League Division 2 and Caledonia North Regional League Division 2 shall be promoted to their respective conferences in Caledonia Regional League Division 1.
- 3.7 Each Regional Competitions Committee may amend the promotion and relegation arrangements where necessary, including to address any imbalance arising from Teams relegated from National League Division 4 or for other operational reasons.
- 3.8 The structure and format of each division, which will normally comprise eight Teams, shall be determined by the relevant Regional Competitions Committee.

FIXTURES

Date and Kick-Off Time

- 4.1 The date, time and home/away status are set by the relevant Competitions Secretary.
- 4.2 Matches must be played as scheduled. By agreement of both Clubs, the home Club may apply in writing to the Competitions Secretary to change the date or time (including evenings and weekdays). Applications must be submitted at least 7 days before kick-off time and include evidence of both Clubs consent. Approval will only be granted where the change does not adversely affect the completion of the league or competition schedule.
- 4.3 On days of senior Scotland international matches, fixtures should normally kick off no later than 2 hours before the international. Alternative times may be agreed by both Clubs, with notice and evidence of consent provided at least 7 days in advance to the Competitions Secretary.
- 4.4 The Championship Committee or relevant Competitions Committee may reschedule any Match, including at short notice. Rescheduling one Match may require changes to others.
- 4.5 Matches are normally played at the home Club's usual venue. Any change of venue must be promptly notified to the Competitions Secretary, the visiting Club, and the referee.
- 4.6 Scottish Rugby owns all rights in fixtures, results, and related data, and has exclusive authority to grant access for recording, broadcasting, or transmitting matches in any media. Clubs must comply with all agreements relating to these rights (including broadcast and commercial arrangements). Where required:
- 4.6.1 Matches may be rescheduled or moved to an alternative venue;
 - 4.6.2 Clubs must cooperate fully with such changes; and
 - 4.6.3 No compensation is payable for rescheduling due to broadcast requirements.
- Scottish Rugby may issue additional rules to implement these arrangements, including requirements for broadcasting, advertising, and matchday content. Clubs must comply with all such rules.

Postponed and Cancelled Matches

- 4.7 If a Match cannot be played due to national or local government restrictions, the Club must notify the Competitions Secretary immediately. The Match will be postponed.
- 4.8 Postponed Matches will normally be rescheduled before the end of the season. If not played by then, league positions will be determined using the Best Playing Record Calculation, subject to **Rule 14.1**.
- 4.9 If a rearranged knock-out or play-off Match cannot be played, the Championship Committee may declare the higher-ranked team in the final league table as the winner.
- 4.10 If a Match is likely to be postponed for any other reason, the home Club must seek an alternative venue or, in the first half of the season, may request to reverse the fixture with the opposition's consent. Any

postponement must be promptly notified to the opposition, referee, and Competitions Secretary. Failure to make reasonable efforts may result in sanctions, including a warning or deduction of Competition Points.

- 4.11 If further postponement is likely, the Competitions Committee may direct when and where the Match is played. Postponed Matches will normally be rescheduled to the next available date (at least 7 days later), and other fixtures may be rearranged as required.
- 4.12 A Club may request rescheduling where exceptional and unforeseen circumstances beyond its control prevent it from fielding a suitably trained front row (e.g. due to injury or concussion protocols). Requests must be submitted by the Tuesday before the fixture. The Competitions Committee may approve rescheduling at its discretion.

Abandoned Matches

- 4.13 If a Match is abandoned before 20 minutes of the second half has elapsed or postponed, it will normally be rescheduled to the next available date without Competition fixtures. The Competitions Committee may require a midweek fixture and rearrange other Matches as needed.
- 4.14 The Competitions Committee may investigate the cause of any abandonment and take appropriate action. Disciplinary procedures (including cards, citing, and misconduct) will apply as if the Match had been completed.

Non-Fulfilment of Fixtures

- 4.15 Clubs are required to fulfil all Competition fixtures as scheduled unless otherwise authorised by the Competitions Committee or where exceptional circumstances constitute just cause for non fulfillment.
- 4.16 Where a Club fails to fulfil a Competition fixture without the prior approval of the Competitions Committee, the follow automatic Competition Point deductions shall apply:
- 4.16.1 First default (in season): a three Competition Point deduction;
 - 4.16.2 Second default: a four Competition Point deduction; and
 - 4.16.3 Third default and subsequent defaults: a five Competition Point deduction.
- 4.17 In Regional Division 2 and Regional Division 3, where a Club provides one or more Players to the opposition to enable a competitive fixture to take place, the lending Club shall be awarded one (1) Bonus Competition Point.
- 4.18 Where a Club provides less than forty-eight (48) hours' notice of its inability to fulfil a fixture, the Competitions Committee may impose such additional sanctions as it considers appropriate having regard to the circumstances of the default and the impact on the opposition Club, Match Officials, and the Competition.
- 4.19 A Club sanctioned under [Rule 4.16](#), or otherwise sanctioned by Scottish Rugby in relation to fixture fulfilment, may request a review by the Competitions Committee where it believes the default arose as a result of exceptional and unforeseen circumstances beyond its reasonable control. Any such request must be submitted in writing within seven (7) days of the scheduled kick-off time. Following review, the Competitions Committee may uphold, reduce, remove, or increase the sanction as it considers appropriate.
- 4.20 In addition to any sanction imposed under [Rule 4.16](#), the Competitions Committee may relegate, remove from a Competition, or otherwise sanction a club where repeated fixture defaults are considered detrimental to the integrity, sustainability, or orderly administration of the Competition.
- 4.21 In Regional Division 2 and Regional Division 3, where a scheduled Competition fixture cannot be fulfilled but the Clubs agree to play a friendly or adapted fixture in its place, each Club shall be awarded one (1) Competition Point, unless the Competitions Committee determines that alternative sanctions should apply.
- 4.22 Where a fixture default results in the opposition Club, Match Officials, or Scottish Rugby incurring unnecessary expense, the Competitions Committee may order the defaulting Club to reimburse all reasonable and evidenced costs arising directly from the default.
- 4.23 Where a Club fails to fulfil three (3) or more Competition fixtures across consecutive Seasons, the Competition Committee may suspend the Club from participating in Competitions for such period and on such terms as it considers appropriate, taking into account the Club's circumstances, compliance history, and plans for future sustainability.

THE PLAYERS

Registration, De-Registration & Eligibility

- 5.1 All Players must be registered on the Scottish Rugby system (SCRUMS). A Player is registered once allocated a unique reference number and listed as active for a Club. Registration alone does not confer eligibility; Players must meet all other requirements (including International Clearance). Scottish Rugby may refuse, suspend, or request further information on any application.
- 5.2 Players requiring International Clearance are not eligible to play until written confirmation of the completion of the International Clearance process is received from Scottish Rugby.

- 5.3 A Player may be registered with one Primary League Club and one Secondary League Club. The Primary Club is normally where the Player trains and plays most. A Player may only play for a Club once listed as active on its register.
- 5.4 Players must be aged 18 or over to play in adult competitions unless granted prior written dispensation.
- 5.5 Players wishing to transfer must notify their current Club. The new Club must apply to transfer the registration in the prescribed manner.
- 5.6 Clubs must keep Player registrations accurate and up to date, including activation status. Registrations must be deactivated:
 - 5.6.1 on a Player's request (with written confirmation to the Player);
 - 5.6.2 when a Player receives International Clearance to play outwith Scotland; or
 - 5.6.3 when any required visa, permit, or consent expires.
- 5.7 A Player's registration may be suspended or cancelled (including retrospectively) for breaches of rules or procedures. Registration status at any time is determined by the official list of active Players on that date.
- 5.8 It shall be a specific offence:
 - 5.8.1 to register a Player without their consent;
 - 5.8.2 to field an ineligible Player;
 - 5.8.3 breach Player payment provisions of SDR 4.1 Player Status and Player Contracts.
 - 5.8.4 mislead Scottish Rugby or any Competitions Committee registration or eligibility matters.
- 5.9 If a Club fields an ineligible Player, or one not listed on the Team Sheet, the Competitions Committee may impose penalties on the Club and the Player.
- 5.10 In Regional League Division 1:
 - 5.10.1 All Players participating in the Competition (other than those playing under the Emergency Player Loan Scheme) must be properly registered and listed as active with the Club that they represent.
 - 5.10.2 A Player may not be initially registered with a Secondary League Club where that Club has three or fewer Matches remaining in the season.
 - 5.10.3 A Player may not participate in Matches for more than two Clubs in any season.
- 5.11 In Regional League Division 2 and below, a Player may play for a Club to which they are not registered, provided they are registered with a Club on Scottish Rugby's Registration System.
 - 5.11.1 Participation as a loan player does not constitute registration with that Club and does not count towards the limit of playing for no more than two Clubs (as set out in [Rule 5.10.3](#))
 - 5.11.2 However, Players who have made three or more appearances in the Premiership or National League Division 1 during the season are not eligible to play as borrowed players.

Dual Registration

- 5.12 Player's Primary and Secondary Clubs must be in different league divisions. Should a Player's Primary or Secondary League Club be promoted / relegated into the same division (e.g. through promotion or relegation), the Player must be deregistered from their Secondary Club. Where a Player is registered with two Clubs at the same Regional League level, the Primary Club shall be considered the higher Club.
- 5.13 In Caledonia Regional League Division 1:
 - 5.13.1 A dual-registered Player may not play for the first XV of their lower-placed Club in its final four Matches of the season unless either:
 - 5.13.1.1 at least 50% of the Player's previous first XV appearances that season have been for the lower-placed Club; or
 - 5.13.1.2 the Player has obtained prior written approval from the relevant Competitions Committee.
- 5.14 In Regional League Division 1:
 - 5.14.1 no more than five secondary registered Players may be included in the matchday squad of their lower placed Club.

Transfer Deadline

- 5.15 The Transfer Deadline shall be **Monday 14 December 2026**.
- 5.16 The Transfer Deadline shall not apply to competitions below Regional League Division 1.
- 5.17 A Player who receives International Clearance, is dual registered, or transfers after the relevant deadline may not play for their new Club in a Scottish Rugby competition for the rest of the season unless:
 - 5.17.1 the competition rules allow it;
 - 5.17.2 the Player turns 18 after the deadline; or
 - 5.17.3 the Player has written permission from the Championship Committee.
- 5.18 Permission will normally only be granted in exceptional circumstances (e.g. a non-rugby change of residence or other situation making it impractical for the Player to remain at their current Club).

Pro Team Contract Players

5.19 Players contracted to Edinburgh Rugby or the Glasgow Warriors shall not be eligible to participate in Regional League Competition Matches.

Pro Team Academy Players

5.20 Scottish Rugby Pro Team Academy Players shall not be eligible to participate in Regional League Competition Matches.

Emergency Loan Scheme

5.21 A Club that cannot fulfil a Match or meet the requirements of Law 3.8 due to a short-term shortage of suitably experienced front-row Players may borrow up to two front-row Players from other Clubs. Emergency Loan Players shall not become registered to their loan Club.

5.22 A Player may not play on loan where doing so would compromise their Primary Club's ability to meet its competition obligations.

Premiership and National League Division Players

5.23 In the Regional Leagues, any Player who has participated in three or more Premiership, National League Division 1 or Scottish Cup Matches during the season shall not be eligible to participate in Regional League Division 2 and 3 Matches. This restriction does not apply to Players participating in those Competitions under the Emergency Loan Player Regulations. For the avoidance of doubt, a Player who is named as a substitute but does not take the field of play shall not be deemed to have participated in that Match. A Club may apply for dispensation to select a Player who would otherwise be ineligible. Any such application must:

- 5.23.1 be submitted in writing to the Championship Committee or relevant Competitions Committee include supporting evidence; and be received no later than seven days prior to the scheduled Match. The granting of any dispensation shall be at the absolute discretion of the Championship Committee or relevant Competitions Committee.

THE TEAMS

Team Colours

6.1 Clubs must avoid clashes of team colours (jersey and/or socks), with the referee deciding if a clash exists. The home Club must change if required. Any Club intending to play in colours other than those recorded in SCRUMS must notify the opposition and the referee at least 72 hours before kick-off.

Team Sheets

- 6.2 Clubs must provide a completed team sheet to the referee and opposition at least 30 minutes before kick-off. Changes may be made up to kick-off. Only players named on the team sheet are eligible to play.
- 6.3 The team sheet must include each Players name, registration number and unique identifier (e.g. jersey number). It must also identify front-row Players (LH, H, TH), dual-registered Players, and any emergency loan Players.
- 6.4 Any alternative identification system (other than jersey numbers) must be approved by the Championship Committee or Competitions Committee at least 10 days before a fixture.
- 6.5 Team sheets must be submitted to Scottish Rugby within 48 hours of kick-off in accordance with its procedures.
- 6.6 It is an offence to fail to submit a team sheet or to submit one that is incomplete or inaccurate. The following automatic penalties apply.
 - 6.6.1 First offence (in season): £25 of the Clubs 'CIF' payment;
 - 6.6.2 Second offence: £50 of the Clubs 'CIF' payment;
 - 6.6.3 Third and subsequent offences: £50 per instance. After five or more offences the Competition Secretary may raise a Complaint under [Rule 14.1](#).
- 6.7 A Club may request a review of a penalty only where the failure was due to exceptional and unforeseen circumstances beyond its control. Requests must be within 14 days. The Competitions Committee may cancel, reduce, uphold, or increase the penalty.

Number of Starting Players

6.8 In Regional Division 1 both teams must start a Match with 15 players, including a suitably experienced front-row.

- 6.9 In Regional Divisions 2 both teams may start a match with fewer than 15 players, but not fewer than 12. If a Club starts the Match with less than 15 Players both Clubs must start with an equal number of Players ("Player Matching").
- 6.10 In Regional Divisions 3 both teams may start a match with fewer than 15 players, but not fewer than 10. If a Club starts the Match with less than 15 Players both Clubs must start with an equal number of Players ("Player Matching").
- 6.11 Irrespective of how many players are in the starting team, Player Matching must be maintained throughout the Match other than where a player has been permanently or temporarily dismissed from the field.
- 6.12 In Regional Divisions 2 and lower a Match may start with uncontested scrums, provided
- 6.12.1 at least five Players are available for the scrum at all times; and
 - 6.12.2 the Team requesting uncontested scrums does not include any replacements in its matchday squad. A Team requiring to start a Match with uncontested scrums must notify the opposition and referee as soon as reasonably practicable and, except in exceptional circumstances, no later than 30 minutes before kick-off. The Team must also notify the relevant Competition Secretary within 48 hours of the Match.
- 6.13 Where a Club has a reserve team competing in the Competition, a Player who has started a first team Match for that Club shall not be eligible to play for the reserve team in a Competition Match during the same season unless:
- 6.13.1 the Club's first and second teams have Matches scheduled over the same competition weekend; or
 - 6.13.2 fewer than 50% of the Player's appearances that season have been in the starting XV of the first team; or
 - 6.13.3 prior dispensation has been granted by the relevant Competitions Committee.
- 6.14 In Regional League Division 2 and below, there is no limit on the number of dual-registered Players who may be included in a match day squad.
- 6.15 If a Club is reduced (through injury or the dismissal of Players) to less than 10 Players then the Match shall be abandoned at that point.
- 6.16 Any Match that does not comply with these requirements will be treated as unfulfilled ([Rule 4.16](#))

Replacements / Substitutes

- 6.17 The number of replacements shall be: Up to seven
- 6.18 There is no requirement for both teams to have the same number of replacements, but the front-row requirements in Law 3.8 must be met.
- 6.19 A maximum of 12 rolling substitutions may be used in a Match. The 15-minute limit on temporary Blood Replacements in Law 3 does not apply to rolling substitutions.
- 6.20 No Player may be included in squads for Matches which are being played either concurrently or are overlapping

Late Arrival

- 6.21 If Players are unavoidably delayed, a Club may ask the referee to delay kick-off to allow it to field a full team. Any delay must still allow the Match to be completed on time, as determined by the referee.

THE GROUND

The Pitch

- 7.1 The home Club must provide a suitable pitch that complies with Law 1 with dimensions as close as practicable to the maximum permitted and meeting any Scottish Rugby requirements. Goalpost padding must also comply with Law 1.7. If these requirements are not met, the referee may postpone the Match.

Fitness of Ground or Conditions for Play

- 7.2 If there is doubt about pitch fitness before Match day:
- 7.2.1 the home Club must, where practicable, give at least 72 hours' notice to the visiting Club and referee, including any contingency plans;
 - 7.2.2 the visiting Club must provide a contact and its intended departure time;
 - 7.2.3 the home Club must arrange an independent pitch inspection (normally by the referee, or otherwise a suitably qualified independent person) and;
 - 7.2.4 the inspection must take place at least 60 minutes before the visiting Club's departure time, with the outcome communicated at least 30 minutes before the departure and to the referee.

- 7.3 If the home Club fails to arrange an inspection, the visiting Club may do so. If the pitch is deemed playable but the Match is postponed, the Competitions Committee may investigate.
- 7.4 If there is doubt about pitch fitness before kick-off the referee and both captains must inspect the pitch. If any one of them considers it unplayable, the Match will be postponed. The decision is final, and captains must inform their Clubs.
- 7.5 Within 48 hours of a postponed Match, the home Club must notify the Competitions Secretary of the reasons. Further information may be requested to determine whether a Complaint should be raised against either or both Clubs.
- 7.6 If a Club does not control its ground and it is declared unplayable by the rights holder, written evidence must be provided to the Competitions Secretary. Failure to do so may result in investigation by the Competitions Committee.

THE MATCH

Match Organisation

- 8.1 Unless otherwise directed by the Competitions Committee, the home Club is responsible for staging of the Match and all related logistics.
- 8.2 The home Club must ensure that the venue is suitable and compliant with all applicable laws, regulations, and local authority requirements, and is safe for Players, officials, and spectators. It must also maintain appropriate insurance cover for all liabilities arising from the Match.
- 8.3 The visiting Club must be informed of all relevant health and safety and associated requirements. Spectators must be kept at a safe distance and must not enter or interfere with the Player Enclosure, Match officials, or Players.

Gate receipts

- 8.4 For knock-out Matches, gate receipts (net of any VAT) will be shared equally between the Clubs. The visiting Club's share will be paid after deducting the home Club's agreed match expenses (including programmes/tickets, reasonable advertising, policing or emergency services, post-match catering, and any other agreed costs).
- 8.5 For knock-out Matches, free admission (including season tickets or membership) does not apply. All spectators must pay the same entry fee for equivalent access, where a charge is made.

Match Ball

- 8.6 The home Club will provide at least three match balls compliant with the Laws.

Half-Time Interval

- 8.7 The half-time interval is normally five minutes but may be varied by agreement between the Clubs, provided it does not exceed 15 minutes and the referee is notified before kick-off.
- 8.8 Teams may leave the Playing Enclosure and use covered accommodation during half-time.

Competition Points

- 8.9 In all competitions, four points are awarded for a win and two points for a draw ("Match Points").
- 8.10 In Regional Division 1 a bonus point is awarded for scoring four or more tries, and to a losing team that finishes within seven points ("Bonus Points").

Notification of Results

- 8.11 The home Club must report the Match result to the Competitions Secretary in accordance with Scottish Rugby procedures.

THE MATCH: LAW VARIATIONS

- 9.1 In each Regional Division 2 and below, the Game On Law Variations may be applied ([see Scottish Rugby website](#)).
- 9.2 The U19 Scrummage Law Variations may be applied in competitions below Regional Division 1

REFEREES AND TOUCH JUDGES

- 10.1 The home Club must confirm the referee appointed by its local referee society. Each Club must provide a touch judge.

METHOD FOR DECIDING ON LEAGUE PLACINGS AND IN TIED KNOCK-OUT MATCHES

Tied League Placings

- 11.1 In Regional Divisions 1 and 2, if two or more Clubs are level on Competition Points, their rankings will be determined by points difference (points scored minus points conceded). If they remain tied, rankings will then be based on the total Competition Points earned in the head-to-head Matches between those teams. If still unresolved, the aggregate points different from those head-to-head Matches will be used. If teams remain tied and ranking affect qualification, promotion, relegation, or the title:
- 11.1.1 a play-off Match will normally be arranged at a neutral venue; or
 - 11.1.2 if a play-off match cannot be played, the Championship Committee may apply the criteria in **Rule 11.3**, first to head-to-head Matches and then to all Matches in the Competition. If still unresolved the outcome may be decided by a coin toss.
- 11.2 In Regional Divisions 3, if two or more Clubs are level on Competition Points, their ranking will be determined without reference to points difference or total points scored or conceded. Final rankings shall instead be determined using the following criteria, applied in order until the tie is resolved:
- 11.2.1 The team with the greater number of match victories during the season shall be ranked higher.
 - 11.2.2 If teams remain tied, the team with the greater number of away match victories during the season shall be ranked higher.
 - 11.2.3 If teams remain tied, the team with the superior head-to-head record in matches played between the tied teams shall be ranked higher.
 - 11.2.4 If teams remain tied after the above criteria have been applied, the Competition Committee may determine final placings by:
 - 11.2.5 a playoff fixture;
 - 11.2.6 If a Play Off fixture is not appropriate, then the Competition Committee will determine final placing by the toss of a coin.
 - 11.2.7 For the avoidance of doubt, points difference shall not be used at any stage to determine competition placings.

Play-Off and Knock-Out Matches: Extra Time

- 11.3 If a play-off or knock-out Match is level at full time, extra time will be played (two periods of 10 minutes, with a one-minute interval). The referee will toss a coin to decide the direction of play. If still level after extra time, the winner will be determined (include scores in extra time) by:
- 11.3.1 the team scoring more tries;
 - 11.3.2 the team scoring more conversions;
 - 11.3.3 the team scoring more drop goals;
 - 11.3.4 the team receiving fewer red cards; and
 - 11.3.5 the team receiving fewer yellow cards.
- 11.4 If still tied further extra time will be played on a sudden-death basis, with the first team to score declared the winner.

CLUBS DISQUALIFIED, SUSPENDED OR WITHDRAWING

- 12.1 If a Club is disqualified, suspended or voluntarily withdraws from a league or pool after the competition has started, all of its Match results will be removed and standings recalculated based on the remaining Clubs.
- 12.2 If the removal of a Club's results and recalculation of standings affects qualification for the next stage of competition (including where a team has already completed its fixtures), the Competitions Committee may take any action it considers appropriate to resolve the issue.

PROMOTION AND RELEGATION IN LEAGUE COMPETITIONS

- 13.1 Promotion and relegation will be determined in accordance with the regulations for each National Competition, subject to applicable Scottish Rugby rules and policies. Vacancies will normally be filled by promoting an additional Club rather than reducing relegation. Where applicable, additional promotion from regional competitions will normally be from the same Region as the withdrawing Club.
- 13.2 If fewer than 65% of Matches in a competition structure (Premiership; National and Regional Leagues; Reserve Leagues; Women's Premiership and National Leagues) are completed, or are unlikely to be completed by the

end of the season, the Championship Committee may declare the season null and void, with no promotion or relegation.

13.3 Final league positions, titles, promotion/relegation, and division structures for the following season will be confirmed by the Competition Secretary at the end of the season.

13.4 A Club may apply for exemption from promotion, subject to:

- 13.4.1 no more than one application in any two-year period;
- 13.4.2 submission by 1 April; and
- 13.4.3 demonstrating that promotion would be materially detrimental to player welfare, finances, or infrastructure.

13.5 Where an exemption is granted and the Club concerned occupies a play-off position, the opposing team shall be deemed the winner of the play-off fixture.

13.6 A Club may apply for voluntary relegation, subject to:

- 13.6.1 submission by 1 April; and
- 13.6.2 demonstrating that remaining in the higher league would be materially detrimental to player welfare, finances, or infrastructure.

13.7 All decisions on promotion and relegation by the Competitions Committee or Championship Committee are final and binding.

COMPLAINTS

14.1 A complaint of an alleged breach of the Rules or Regulations (a "Complaint") may be made by:

- 14.1.1 the Championship Secretary (for any Competition);
- 14.1.2 a Competition Secretary (for their competitions only); or
- 14.1.3 a Club where it is directly affected and has suffered significant disadvantage or material prejudice.

14.2 All Complaints must:

- 14.2.1 set out the alleged breach and relevant Rule/Regulation;
- 14.2.2 explain the disadvantage or prejudice suffered; and
- 14.2.3 be signed by the complainant (for Clubs, by the President, Secretary or in the absence of either of these another authorised Club Official).

14.3 Complaints must be submitted within 14 days of the alleged breach.

14.4 The subject of the Complaint will be provided with a copy as soon as practicable.

Complaint Process

14.5 Complaints will be determined by the Competitions Committee or a sub-committee of at least three members (the "Complaints Committee"), with any conflicts of interest declared and managed.

14.6 The Complaints Committee may:

- 14.6.1 determine its own procedures, including holding hearings in person or by electronic means;
- 14.6.2 decide timescales and expedite matters where necessary, and waive the 14-day limit where appropriate;
- 14.6.3 request and consider any relevant evidence;
- 14.6.4 request attendance of any Club, team, or person. Failure to cooperate may result in the matter proceeding in their absence and/or disciplinary action.

14.7 The subject of the Complaint has the right to:

- 14.7.1 be represented (up to two representatives, one of whom must be a Club member if applicable);
- 14.7.2 submit evidence, call witnesses and make representations; and
- 14.7.3 receive written notice of the decision.

14.8 The burden of proof lies with the complainant and is on the balance of probabilities.

14.9 Written reasons will be provided if requested and upon any appeal.

Sanctions

14.10 If a Complaint is upheld, the Complaints Committee may impose one or more of the following:

- 14.10.1 a formal reprimand and warning;
- 14.10.2 a deduction of up to the full amount of any participation money which the Club may be entitled to;
- 14.10.3 an award of costs;
- 14.10.4 require any Match to be replayed;
- 14.10.5 the deduction of up to five Competition Points per breach;
- 14.10.6 forfeiture or reallocation of Match points (including Bonus Points);
- 14.10.7 the suspension or expulsion of a Club, team, Player or person from a Competition;
- 14.10.8 any other appropriate sanction (including educational based sanctions where applicable).

Acts of Misconduct

- 14.11 Any potential misconduct may be referred to the Discipline Manager under the Disciplinary Rules.

NOTICES

- 15.1 Any notice under these Rules must be in writing and sent by email. Notices sent by email are deemed received on the date of sending, unless proven otherwise.

OMMISSIONS, INTERPRETATION AND EXCEPTIONAL CIRCUMSTANCES

- 16.1 A Competitions Committee, Championship Committee, or Complaints Committee may, where justified, excuse a failure to comply with the Rules if it is resulted from a mistake, oversight, or other reasonable cause, on such conditions it determines.
- 16.2 With prior approval of the Board, the Championship Committee or Competition Committee may:
- 16.2.1 decide matters not covered by the Rules and Regulations and take appropriate action;
 - 16.2.2 interpret the Rules and Regulations in line with their purpose and the interests of the game; and
 - 16.2.3 resolve inconsistencies and correct administrative errors.
- 16.3 Decisions made under **Rule 16.2** are final and binding, subject to any right of appeal under these Rules.

APPEALS

- 17.1 Any appeal against a decision made under these Competition Rules shall be submitted and determined in accordance with the Scottish Rugby Competition Appeals Process, as amended from time to time. The Competition Appeals Process forms a separate document to these Rules and sets out the grounds of appeal, the procedure to be followed, applicable timescales, and the powers of the Appeal Panel.

Appendix 1

QUICK GUIDE TO SPECIFIC RULES AND REGULATIONS

This is not a complete list of all Rules and Regulations. Clubs are expected to read and comply with the full contents of this document.

Rule & Regulation	Caledonia League Division 1	Caledonia Divisions 2	Caledonia Divisions 3
The U19 Scrummage Law Variations may apply	No	Yes	Yes
Minimum number of starting players	Both teams must start the Match with 15 Players, including a suitably experienced front-row.	A team may start a Match with fewer than 15 Players (but not less than 12 Players)	A team may start a Match with fewer than 15 Players (but not less than 10 Players)
Uncontested scrums	Not applicable	A Match may start with uncontested scrums, subject to there being at least five Players in the scrum at all times	
Transfer Deadline	Monday 14 December 2026	The Transfer Deadline shall not apply in Regional Leagues Division 2 and 3.	
A Player must be registered with the club they are representing	Yes	No	
No of Dual Registered players permitted	No more than five secondary registered Players may be named in a matchday squad for their lower placed Club.	Not applicable	
No. of replacements permitted	Up to 7 (rolling substitutes permitted)		

Player matching required	No	Yes
Game On permitted	No	Yes
Close Time commences	Monday 17 May 2027	