



# SARF NATIONAL LEAGUE COMPETITION MANUAL

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## 1. Definitions

For the purposes of the Union's Competition Regulations, the following definitions will apply:

SARF	means Saudi Arabian Rugby Federation
AR	means Asia Rugby
WR	means the World Rugby
Board of Directors	means the current board of directors of SARF
Club	means a club or school represented by a team participating in any union Competition
Competition or League Competition	Means any rugby union competition or fixture organized or administered by the Union
Effective Registration	is as defined in Regulation [3] of these Competition Regulations
Technical Director	means the person appointed as Technical Director by SARF
Laws of the Game	means the WR laws governing the playing of rugby union, as amended from time to time
Match Day Commissioner (MDC)	means the person appointed by SARF & Home club and is responsible for the completion of Match Registration Forms and managing the playing enclosure
Match	means any rugby union match administered by or under the sanction of SARF
Match Registration Form	means the registration form filled out by each team for each match
Player	means a player holding Effective Registration with a Club and administered by SARF
Team	means any team registered under a Club
Referee	means a Match Official appointed by SARF Referee Commission in the Match
Trained front-row player	means a Player trained and qualified to play in the front row of a scrum in rugby union
Ambulance Service	means the services provided by a recognized private ambulance service provider or the Saudi civil defense at which a fully equipped ambulance with a paramedic is present
Disciplinary Regulations	means SARF's Disciplinary Procedures and Guidelines as published on SARF's website



## Relationship between Teams and the SARF: Confidentiality

In all matters and transactions relating to the League, each Club shall behave towards both each other and the SARF or its Divisions or its Committees with utmost good faith.

- No player/coach/official, its employees of a club shall by any means whatsoever unfairly criticize, disparage, belittle, or discredit any other Club or SARF or its Divisions or its Committee or in either case any of its directors, officials, employees or bring Rugby into disrepute.
- Clubs shall not either during its membership of the League or at any time after its membership has been determined disclose or divulge either directly or indirectly to any person, firm, or company whatsoever or otherwise make use of any confidential information as to the business or finance of SARF or its Divisions or its Committees or any of its dealings, transactions or affairs or as to any other matters which may come to its knowledge by reason of its membership without SARF's prior written consent, save as to statutory and regulatory authorities and to such employees of a team to whom such disclosure is strictly necessary for purpose of their duties and only then to the extent so necessary.

## 2. Competitions

2.1 SARF is responsible for organizing and administering the Competitions.

2.2 Save for any exception set out in the relevant Specific Competition Rules, these Competition Regulations shall apply to all Clubs and with respect to all League and Cup Competitions.

2.3 SARF shall have the absolute discretion to decide on the interpretation or application of these Competition Regulations or any matter not provided for in these Competition Regulations (including rectifying any administrative error) and shall give directions or make rulings as appropriate. SARF's decision shall be final and binding.

2.4 Where there has been any omission or error in these Competition Regulations, SARF will have the power to rectify such error or omission in the manner they see fit.

2.5 If any provision of these Competition Regulations is held by any court or competent authority to be illegal, void, or unenforceable in whole or in part these Competition Regulations shall continue to be valid as to the other provisions thereof and the remainder of any affected Competition Regulations.

### 3. Effective Registration

3.1 A Player shall be Effectively Registered with the SARF once they have been registered by the Club in the Union's database (via the online platform) and until such time as Effective Registration shall cease to have effect under the provisions of Regulations [4] or [5]. SARF shall only permit the Effective Registration of a player where such a player has provided their Player Registration Form and the following:

3.1.1 For players coming from another rugby union outside Saudi Arabia, to play in SARF's competition, he/she must have WR Clearance from that Union; and

3.1.2 One of the following:

- i) A Saudi Residency Visa number
- ii) A letter in the form set forth in Schedule 1 signed by the Club Captain and Chairman of Club stating that they, in their reasonable opinion, believe the player will become a resident of Saudi Arabia and why they hold such belief or
- iii) Information demonstrating a degree of permanency regarding their residence within Saudi. Students who are normally residents in Saudi but studying overseas may be registered provided they have WR Clearance.

3.2 No Player may hold Effective Registration with more than one Club at any time.

3.3 Subject to Regulation [3.4], a Player may only apply to change the Club for whom they are registered within two transfer windows (1st June – 30th August) & and (20th December – 15th January) and with submission of a duly signed transfer form (Schedule 2), the transfer windows apply to Seniors only, while for M&Y players, it's sufficient that clubs submit a transfer letter. (Schedule 3).

3.4 A Player who changes the Club for whom they are registered during the Season may not compete in the same Competition for his new Club without the specific consent of the SARF.

3.5 To register a new player Clubs must apply to SARF 48 hours before the kick-off time of their next Match.

3.6 No Club may select a Player or replacement for a team in any Competition Match where the Player:

3.6.1 does not hold Effective Registration with that Club; or

3.6.2 Who is currently under suspension.

Where a Club's team has been represented in any Match by a Player or replacement who is ineligible or selected in breach of Regulation 3.6.1 or 3.6.2, that team shall be treated as having forfeited that Match.



#### 4. De-registration

- 4.1 Any Player holding Effective Registration with a Club may, in writing to the SARF, de-register from that Club, and provided that the Player has notified the Club of his application and certifies to the SARF that he has so notified the Club, the Player will cease to hold Effective Registration seven days from the receipt of the Player's application by the SARF.
- 4.2 Any Club may apply to de-register any of its Players and such Player in respect of whom application is made will cease to have Effective Registration with that Club seven days from the receipt of the application for de-registration by the SARF provided that in any application by a Club to de-register a Player the Club has notified and certified to the SARF that it has notified the Player of its application for that Player's de-registration.

#### 5. Loss of Effective Registration

- 5.1 A Player will cease to have Effective Registration with a Club:
- 5.2 Upon expiry of 7 days following a valid application for de-registration in accordance with Regulation [4.1] or upon expiry of 7 days following a valid application for de-registration in accordance with Regulation [4.2]; or
- 5.3 Upon having Effective Registration canceled or suspended by the SARF for any reason; or
- 5.4 Upon the expiry of any work permit, visa, or other permit or consent required by law.
- 5.5 Where Effective Registration is invalidated pursuant to Regulation [6] below.
- 5.6 Subject to the absolute discretion of the SARF to decide otherwise, where that Player plays for any team in or under the jurisdiction of another WR Union other than the SARF (save for a team selected by the national selectors of that other union); or
- 5.7 Where a Player plays for Material Benefit (as defined in the WR regulations) for any team in or under the jurisdiction of another WR Union other than the SARF (save for a team selected by the national selectors of that other union); or
- 5.8 Where and from the date upon which another WR Union, with whom a Player is currently registered and to whom a Club had applied for consent to register the Player advises the Union that any consent or clearance is refused or withdrawn or delayed.



## 6. False or Misleading Information

- 6.1 Where during the process of Effective Registration of a Player, a Club supplies incorrect or misleading information to the SARF in any e-mail, document, or Player Registration Form, or any signature on the Player Registration Form or other document is not the original signature of the person purporting to have signed it, the application for Effective Registration will be void and any Effective Registration will be invalidated from the date such Effective Registration would. But for the incorrect, false, or misleading information has commenced. Each Match in which the Player participated shall be considered forfeited.
- 6.2 In addition, SARF has the absolute discretion to impose any further penalties it deems appropriate.
- 6.3 The Match Day Commissioner (MDC), Match Officials for any match or any official from the Union shall be entitled to request for and verify the Team Registration Form or Match Registration Form submitted by the Teams with any Identification Documents reasonably requested for.

## 7. Match Day Registration

- 7.1 All teams are required to submit a completed Match Registration Form of their Match Day squad to the Match Day Commissioner (MDC) 30 minutes before kickoff. This Team must be in line with World Rugby squad rules and consist of a team of at least 15 players, as per Schedule 4.
- 7.2 The Match Registration Form shall clearly indicate those Players who are nominated as Trained Front Row Players.
- 7.3 The Team Registration form is accepted by The MDC and SARF
- 7.4 An ID Card may be requested by MDC at the Match to verify the player's Identity. The form must have all fields complete.
- 7.5 Teams must be able to start a Match and contest the first scrum using Trained Front Row Players..
- 7.6 Player Numbers where possible need to be clearly labelled on the Match Day Registration Form.
- 7.7 Only clubs and Players who have been Effectively Registered shall be eligible to participate in the League Competition.
- 7.8 The MDC shall be responsible for forwarding both Match Registration Forms to the union not less than two days after the relevant Match.

## 8. Number of players

- 8.1 A team may nominate **up to 25 Players**, the intent is to get more development-grade players on the field. Refer to Appendix 4 note.
- 8.2 Team squads must contain at least the minimum number of Trained Front Row Players as set forth in the relevant Specific Competition Rules for each Match as per schedule 5.
- 8.3 A team that does not comply with regulation [8.1 or 8.2] will be defeated by 24-00 and the match shall be played in the format agreed by both club captains and the referees, and the match points shall apply as per schedule 5.



8.4 A team that has only 10 to 17 players shall play the game in the format agreed by both club captains and the referees, and the match points shall apply as per Schedule 5.

## 9. Matches Stopped & Postponement of matches.

- 9.1 The Match Day Commissioner shall have absolute discretion to decide whether a Match should or should not be played before Kick Off or stopped due to weather conditions or for any other reason.
- 9.2 If 40 minutes of a match is completed before it is stopped, then the score at the moment of abandonment shall stand and be deemed the final score in the Match. Where 40 minutes have not been completed when a match is stopped, the entire match will be re-played within 21 days of the postponed match at such venue and time as agreed between the opposing Team Managers. No Match may be rearranged by agreement between Clubs without the prior written consent of the SARF.
- 9.3 In the event that a Match is to be rearranged in accordance with Regulation [9.2], the fixture will be re-scheduled for a time, date, and venue either as both teams shall agree, or in the absence of agreement as determined by the SARF in its absolute discretion.
- 9.4 Where for any special circumstances a Club is unable to field a team for a scheduled Match, the Club affected must notify the SARF and the scheduled opponents of all circumstances regarding the proposed rescheduling no later than 14 days before the scheduled match. If the SARF and the scheduled opponents agree and the re-scheduled Match can be played before the original date or the first available date thereafter, the SARF may, in its absolute discretion, allow the Match to be played without imposing any penalty. Where the relevant Club's opponents object to the Match being replayed then the Match shall be considered Forfeited by the Club who originally cancelled.
- 9.5 Where a Club is over 60 minutes late for a scheduled Match then the opposition Club may claim that the Match should be re-scheduled or Forfeited by the Club arriving late.
- 9.6 If a club fails to satisfy the minimum medical requirements as per regulation 13.1 that club will be considered as forfeited that match.



## 10. Failure to honor fixtures.

10.1 Where the SARF is of the view that a Club has unjustifiably failed to fulfill its Competition fixture obligations, the SARF shall consider such action to be a Forfeiture of that Match. (20 match points will be awarded to the other team).

## 11. Appeals

Save for matters relating to, any appeal against any SARF decision made under these Regulations must be made in writing to the Appeals Committee within 3 days after such.

11.1 thereafter convene a Judicial Hearing to determine if the decision of SARF is to be upheld or overturned. The appointment of the members of the Appeal Panel and the Hearing procedures shall follow the Disciplinary Procedures and Guidelines of the SARF then in force and the decision of the Appeal Panel shall be final and binding.

11.2 All decisions of the Appeals Committee will be made known to the relevant Clubs, and, where appropriate.

## 12. Effect of Forfeiture of 3 or more Matches

12.1 Any team which Forfeits 3 or more Matches in the same Competition shall, in addition to any other penalty, be liable to disqualification from that Competition, to be decided at the absolute discretion of the SARF.

## 13. Medical

13.1 It is the duty of each home or host Club to provide a qualified L1 FAIR (First Aid in Rugby) Person and first aid facilities at each venue. Pitch side personnel who have a responsibility for first response or first aid should hold a current relevant qualification which is recognized by the Saudi Red Crescent Authority or an equivalent qualification from a nationally recognized Awarding Body. A Referee is within his or her rights not to start the game if there is no medical presence or if he or she feels that the medical presence is inadequate.

13.2 Ambulances will be required at all tournaments.

13.3 It is the absolute responsibility of each Club to provide these minimum requirements as a duty of care to the Players.

13.4 Where a person responsible for first aid cover is present, the Referee should do no more than allow an injured Player to leave the field to receive treatment or allow the first aid person onto the field to administer treatment. The first aid person may come onto the field to administer treatment without notice in the case where a Player is down.

13.5 Where for any reason a first aid person is not present, the Laws of the Game provide that the Referee shall decide whether the Player may be replaced. There is no obligation on a Referee to provide or to be responsible for first aid.





13.6 Team managers must assign a person to accompany any Player sent to hospital. This must NOT be the Team first aider/physiotherapist if the match is continuing.

13.7 In the event of any medical services that are required after the match hours the respective Team Manager will assist with such arrangements for the visitation of medical personnel and all expenses related to this will have to be borne by the respective Team.

13.8 It is a SARF requirement that:

- a) All Coaches should have L1 FAIR Qualification.
- b) One Member from each team dedicated to first aid should be L1 FAIR Accredited.
- c) The Host Club\School should have two L1 FAIR accredited first aiders for every game.
- d) One Spinal Board, Hard Collar and Spider harness must be available at every field.
- e) Ambulances will be required at all tournaments.

## 14. Insurance

14.1 SARF Players Personal Accident Cover is required for all SARF registered players by all Affiliate members.

## 15. Concussion

15.1 SARF Concussion Management Protocol applies; kindly refer to SARF Concussion Management Protocol.

15.2 WR Recognize and Remove: <http://playerwelfare.worldrugby.org/concussion>

## 16. Anti-Doping

16.1 SARF Anti-Doping Protocol applies; kindly refer to SARF Anti-Doping Code.

## 17. Game Management

17.1 Spectators are not allowed within the playing enclosure (Schedule 6). Where an enclosure exists the playing enclosure shall be the perimeter fence. Where there is no enclosure the home side must define the enclosure using rope or tape that should be at least 5 meters from the touch line. In the event of teams playing on half of the pitch team managers and replacements may be in the halfway column between the two half pitches with all spectators in the in-goal area.

17.2 It is the duty of the Home Club & SARF to provide a Match Day Commissioner (MDC). The duties of the MDC are to supervise the completion of Match Registration Forms and checking these against the Effective Registration List (each Club or School participating in a Match shall provide their Effective Registration List to the MDC), and to manage the playing enclosure where only match



officials and four team officials (two medical and two water carriers) are permitted. The Referee is within his or her rights to not start the game or to stop the game if there are others within the playing enclosure other than those mentioned above.

17.3 It is the responsibility of all Clubs to manage the behavior of their management, players and spectators. Behaviors which are considered to be not in the best interests of the game should be reported to SARF. Such behaviors be excessive the Referee is within his or her rights to stop the game.

17.4 Failure to enforce any of Regulations 13.1 and 13.4 may be considered to be a breach of SARF Regulations. Any such failure may in the first instance be dealt with through Chairmen or Schools Managers of the Clubs but should this not produce a satisfactory response a Club may report such failings to the SARF who may commence disciplinary proceedings against the offending Club, its management and its players or spectators.

## 18. Team kit:

18.1 Clubs must inform the SARF of the colors of each of their Team's uniform; jersey, shorts and socks, Clubs must also upload a photo of their playing kit on the SARF Website. Jerseys shall be consecutively numbered with a minimum number length size of 250 mm to be easily discernible.

18.2 No two Players in the same Team should display the same number on a match day. This information should be submitted no less than 30 min before the start of the competition.

18.3 In an event of a colour clash (jersey) the 2<sup>nd</sup> named team will be required to wear their alternative strip. (If they do not have an alternative strip, they have to turn theirs inside out.

## 19. Match balls

19.1 All match balls will be supplied by the SARF Match Day Commissioner.

## 20. Duration of Matches

20.1 The normal playing time in all Matches shall consist of 2 equal halves each of not more than 40 minutes duration.

20.2 Stoppage time including interval, water breaks and injury time shall be determined by the Referee. The referee is the sole judge of time.

20.3 If during a game a team is leading by a points difference of 42 points or more, then the opposing manager/Captain may approach the 4th official/referee to initiate a "Mercy Rule". This rule would close off and cap off that game with the 42 + points difference and the game would be ended.

## 21. Drawn matches.

21.1 If there is a draw in any knockout competition:

21.2 The teams shall change ends and extra time of 2 periods of 10 minutes shall be played. Before extra time the Referee will conduct a toss to determine the right to kick off or choice of direction of play. "Golden Points" will apply – the first team to score any points wins, and the game finishes.



21.3 If after extra time, there is still a draw then the team having scored the most tries during the Match will be declared the winner. If the Match is still drawn, then

- the Team that has receive fewer red cards during the Match is declared the winner, and if no red card was issued, then
- Team that has receive fewer yellow cards during the Match is declared the winner; and if no yellow card was issued, then
- The team that scored the first points will be declared the winner.

## 22. Referees

22.1 A Referee and assistant referees shall be appointed for each Match by the SARF Referee Commission. In the event of the appointed Referee not attending within 15 minutes after the time at which the Match is fixed to commence, then an Assistant Referee shall referee the Match. Where there is no Assistant Referee a replacement referee may be agreed by the captains or honorary secretaries of the opposing Clubs. This circumstance will also hold if a Referee has to leave the field for any reason and is replaced by another person.

22.2 Upon the captains of the opposing Clubs so agreeing, a person who is not the designated Referee and is refereeing a Match may be replaced by the Referee at any time during the progress of the Match.

22.3 SARFRC & the Appointed Match Official should be informed of any change to fixture's (date, venue, kick-off time) no less than 7 days prior to the Kick-off time.

## 23. Under-age players

23.1 16-year-old players are NOT allowed to play Adult Rugby.

23.2 No front row player aged under 18 shall play in adult Competitions under any circumstances as per World Rugby Guidelines.

23.3 No team may select any other Player under the age of 18 unless the following application process, in addition to Effective Registration, has been complied with:

\* The Club must ensure all relevant sign-offs are in place before submitting to the SARF Technical Director for final sign-off and must ensure the following application process has been complied with:

(a) The applicant Club has applied to the Union in writing using the application form provided by the Union and including with that application:

- Endorsement from an Officer of the Club where the Player wishes to play adult rugby, with written evidence that the player has the requisite skill and physicality level for adult rugby and,
- A letter from the applicant Player's parent(s) or legal guardian(s) supporting the application,
- U18 Player dispensation request form ([Schedule 7](#))

23.4 Submission of Dispensation requests to be done at least 1 week prior to the game the player is being considered for. Late requests will not be entertained.



23.5 A Club may appeal in writing outlining grounds for appeal to the competition Committee who will consider and decide any appeal. Their decision will be final in all cases.

23.6 If an under-age Player plays adult rugby without completing the above process and obtaining Union approval, the Player and the Club for which he/she has played for will Forfeit any matches that the player was involved in and may be liable for other sanction(s) as determined by SARF in according with guidelines that are issued from time to time by the Union.

## **24. Laws of the Game**

24.1 The National League Competition shall be played under the World Rugby Laws of the Game unless Teams agree to play accordance with the U19 Laws on Scrums.

## **25. Sanctioning for Rugby Events**

25.1 Clubs\Schools should apply to SARF for sanctioning no less than 30 days prior to the first rugby activity, rugby events including friendlies, tournaments, M&Y festivals, beach rugby tournaments.

25.2 Upon receiving a duly filled sanctioning form, SARF will review and decide if the event can go ahead given that all the required sections are completed. SARF Events Sanctioning Application Form can be found in SARF Website (under competition document)

25.3 Clubs\Schools participating in overseas fixtures, competitions are required to obtain SARF approval upon receiving the following documents by SARF:

- Host Union Approval Letter
- Travel Itinerary
- Travel Insurance for all the travelling members
- List of travelling Squad including Management

25.4 Clubs\Schools receiving overseas tours are required to provide the following:

- Letter of host to the touring squad
- Travel Itinerary of the incoming tour
- Copy of the travel insurance for all the travelling members

## **26. Child Safeguarding, Gender Inclusion**

26.1 SARF Child Safeguarding, Gender Inclusion & Code of Conduct Protocols apply.

## **27. Code of Conduct Protocols**

### **27.1 Code of Conduct for Players**



- Play for enjoyment and become part of the rugby family.
- Respect the 'Game of Rugby' and play within the Laws of the Game.
- Accept the referee's decision and let your captain or coach ask any relevant questions.
- Play with control. Do not lose your temper.
- Always do your best and be committed to the game, your team and your club.
- Be a 'good sport'. Applaud all good play whether by your team or the opposition.
- Respect your opponent. Treat all players as you would like to be treated. Do not 'bully' or take advantage of any player.
- Rugby is a team sport and make sure you co-operate with your coach, teammates and members of your club.
- Remember that the goals of the game are to have fun, improve your skills and feel good.
- At the end of the match thank your opponents and the referee for the match.
- Always remember that you owe a duty of care to your opponents. Tackle hard but fairly, do not intend to hurt your opponent.
- Winning and losing is part of sport: Win with humility – lose with dignity.
- As part of the team, it is important that you attend training regularly and listen to your coach and help your team.
- As a team sport it is important to understand that all members are important to the team.
- Remember you are representing your team, club, family and the Game of Rugby

### 27.2 Code of Conduct for Coaches

- Remember that as a coach you have a duty of care to all your players.
- Lead by example --- players need a coach they can respect as a Role Model.
- Be generous with your praise and never ridicule, shout at players for making mistakes or losing a match.
- Teach your players that the Laws of the Game are mutual agreements which no one should evade or break.
- Ensure that you are appropriately qualified by gaining the relevant coaching accreditation for your particular level.
- Be reasonable in your demands on the players' time, energy and enthusiasm.
- Respect for all participants –teammates and opponents, as well as Match officials.
- Create a safe and enjoyable environment in which to train and play.
- Always follow professional medical advice in determining when an injured player is ready to play again.
- Develop policies for your club / team to agree procedures regarding discipline, injury prevention & treatment, team selection etc.



- Be responsible and ensure you uphold the ethos of the game and SARF.

### 27.3 Code of Conduct for Parents

- Remember, young people play rugby for their enjoyment, not only yours.
- Encourage your child always to play by the Laws of the Game.
- Teach young children that honest endeavor is as important as winning, so that the result of each game is accepted without disappointment.
- Help young people to work towards skill improvement and good sportsmanship.
- Set a good example by applauding good play on both sides.
- Never ridicule, humiliate or shout at young players for making a mistake or losing a match.
- Do not place emphasis on winning at all costs.
- Do not force an unwilling child to participate in the playing of rugby. If the child is to play, he/she will do so in good time through your encouragement.
- Support all efforts to remove verbal & physical abuse from rugby. As a spectator do not use profane language or harass referees, coaches or players.
- Do not publicly question the referee's judgement and never their honesty.
- Recognize the value and importance of volunteer referees and coaches.
- Identify and acknowledge the good qualities of the Game of Rugby and uphold these values, understand the value of team sport and its importance.
- Remember you and your child's contribution to the Game of Rugby is very important to SARF and be proud of your contribution.

### 27.4 Code of Conduct for Spectators

- Remember that although young players play organized rugby they are not 'miniature internationals'.
- Be on your best behavior and lead by example. Do not use profane language or harass referees, players or coaches.
- Applaud good play by the visiting team as well as your own.
- Show respect for your team's opponents. Without them there would not be a match.
- Condemn the use of violence in all forms at every opportunity.
- Verbal abuse of players or referees cannot be accepted in any shape or form.
- Players or referees are not fair targets for ignorant behavior.
- Encourage young players to play by the Laws of the Game.



- Spectators can contribute to the enjoyment of the event, and all involved.
- Be proud of your club and the Game of Rugby
- Strictly no alcohol to be consumed at the pitch side.

### 27.5 Code of Conduct for Referees

- Respect the rights, dignity and worth of every child and treat everyone equally, regardless of gender, disability, ethnic origin, religion, etc.
- All referees must be a member of the SARF Referee Commission (SARFRC).
- Act as a role model and promote the positive aspects of rugby and maintain the highest standards of personal conduct.
- Be responsible for monitoring the boundaries between a working relationship and friendship with players.
- Avoid being alone with underage persons.
- Never deal with injuries unless qualified to do so.
- Encourage coaches/parents to act responsibly and to be responsible for the behavior and performance of players.
- Ensure that safety is paramount in all games.
- Agree appropriate times for entry to changing rooms to deal with match preparation and ensure members of the team management are present.
- Be punctual, prepared and well presented.
- Ensure players and officials comply with the Laws of the Game.
- Never criticize individual players or coaches or parents.
- Adhere to all rules and procedures as agreed by the SARF Referees Committee.

## 28. Medical Matters

Listed below are some key points for the league for medical matters:

### 28.1 Serious Injury Reporting policy

28.1.1 Any serious injury, including suspected head, neck or spinal cord injury, that occurs in a match or organized training session and requires the athlete to cease participation in that event and be transferred to the hospital must be reported to Saudi Rugby.

#### Procedures:

28.1.2 To report an injury as identified in 28.1.1, must be submitted to the SARF Office at [Info@rugby.sa](mailto:Info@rugby.sa) within two (2) days of the incident's occurrence.

28.1.3 The report will be referred to the SARF Medical Committee and the SARF Risk Management Advisory Group to determine if any follow-up is required using SARF's established risk referral procedures.



## 28.2 Concussion Management policy

28.2.1 All matches played under SARF jurisdiction must comply with World Rugby Concussion Guidelines. SARF uses WR's "Recognize and Remove" as the standard policy.

SARF Recognize and Remove: Website  
WR Recognize and Remove <http://player-welfare.worldrugby.org/concussion>

Suspected incidents of non-compliance with the above policy must be referred to the SARF Office for follow-up and possible compliance action by the Discipline/Management Committee.

### Procedures:

28.2.2 All players, coaches, parents, match officials, administrators, medical practitioners and other rugby stakeholders are required to educate themselves on the above – referenced World Rugby Concussion Guidelines <http://playerwelfare.worldrugby.org/concussion> and in particular, the Graduated Return to Sports Program. Team management must be familiar with and adhere to SARF protocols.

## 28.3 Pitch Side Requirements for clubs

### Policy:

Prior to the start of a match played under the jurisdiction of Saudi Rugby, both the home and away teams must have present team medical support as follows. Each Team must have:

National League: a registered health care professional who has:

- Relevant certification and registration with their governing body
- Completed the online WR Concussion Management for Doctors and Health Care professionals within the last 12 months.
- Completed the face-to-face WR Level 1FAIR: BLS course within the last 24 months.
- Has current Professional Indemnity Insurance.

The teams must identify these persons to the visiting team and the match officials. The name of this person shall be recorded as the designated medical person on the SARF Game Sheet.

This individual (Team physio / Medic) must be present pitch side while their team is playing.





SAUDI ARABIAN  
RUGBY FEDERATION

الإتحاد السعودي للرقبي



**The SARF 2023/24 Mens League Structure:**

Riyadh Rugby Club	Vs	Khobar Rugby Club
Khobar rugby Club	Vs	Jeddah Rugby Club
Jeddah Rugby Club	Vs	Riyadh Rugby Club
Khobar Rugby Club	Vs	Riyadh Rugby Club
Jeddah Rugby Club	Vs	Khobar rugby Club
Riyadh Rugby Club	Vs	Jeddah Rugby Club



SAUDI ARABIAN  
RUGBY FEDERATION

الإتحاد السعودي للرقبي



**SCHEDULE 1**

[To be written on club headed paper]

[SARF address : [Info@rugby.sa](mailto:Info@rugby.sa) ]

Dear Sir/Madam,

We are writing on behalf of [ ] Rugby Club (the “Club”) and we wish to complete Effective Registration for [ ] (the “Player”) with the Club. We honestly believe that the Player fully intends to be-come a resident of, or spend at least three months in, the Saudi for the following rea-sons [ insert reasons ].

We are fully aware that under the SARF’s Competition Regulations any false infor-mation we provide to the SARF with respect to Player’s Effective Registration could lead to every match the Player is involved in being Forfeited by the Club.

Yours faithfully

Signed:

Name:

Club Chairman

Signed:

Name:

Club Captain



**SCHEDULE 2**

**SARF Local Player Transfer Application Form**

**Section 1: To be Filled by the Player**

Name of Player	
Address	
Playing Position	
Name of Current Club	
Name of New Club	
Player's Signature	

**Section 2**

An Authorized Signatory on behalf of the current Club		An Authorized Signatory on behalf of the new Club	
Club Name		Club Name	
Full Name		Full Name	
Club Position		Club Position	
Signature		Signature	

An authorized signatory on behalf of Saudi Arabian Rugby Federation (SARF)

Full Name .....

Signature .....

**SARF Declaration**

The player Transfer Application form is deemed valid only when the below are fulfilled by all parties involved:

- 1- Both Club Chairpersons or their representatives approve and sign the form
- 2- The transfer is within the transfer windows and conforms to SARF Registration & Regulations
- 3- SARF Approves and signs the player transfer Form



**SAUDI ARABIAN  
RUGBY FEDERATION**

الإتحاد السعودي للرقبي



**SCHEDULE 3**

**Date:**

**To: Sami Smara**

**Saudi Arabian Rugby Federation**

**Technical Director**

**Email: [samismara@rugby.sa](mailto:samismara@rugby.sa)**

**Transfer Request**

On behalf of (club name), we would like to request the transfer of (player's name) (pass-  
portNumber) (registration number) (age group) from (name of current club) to (name of  
new club).

**Sincere regards,**

**On behalf of (Club Name): .....**

**Chairperson Print Name: .....**

**Signature:**



#### SCHEDULE 4

##### World Rugby Squad Matchday Squad Rules:

Squad size	Minimum number of front row players in the squad	Must be able to replace at the first time of asking
15 or fewer	3	-
16, 17 or 18	4	Either a prop or a hooker
19, 20, 21 or 22	5	Both a prop and a hooker
23	6	Loose-head prop, tight-head prop and hooker

**Note:** For SARF League the squad size can be up to 25 players. In this situation the Minimum Front row players in the Squad remains at 6 No.

The intent of allowing a larger squad size for SARF League is to encourage more player onfield participation based on rolling substitutions

#### SCHEDULE 5

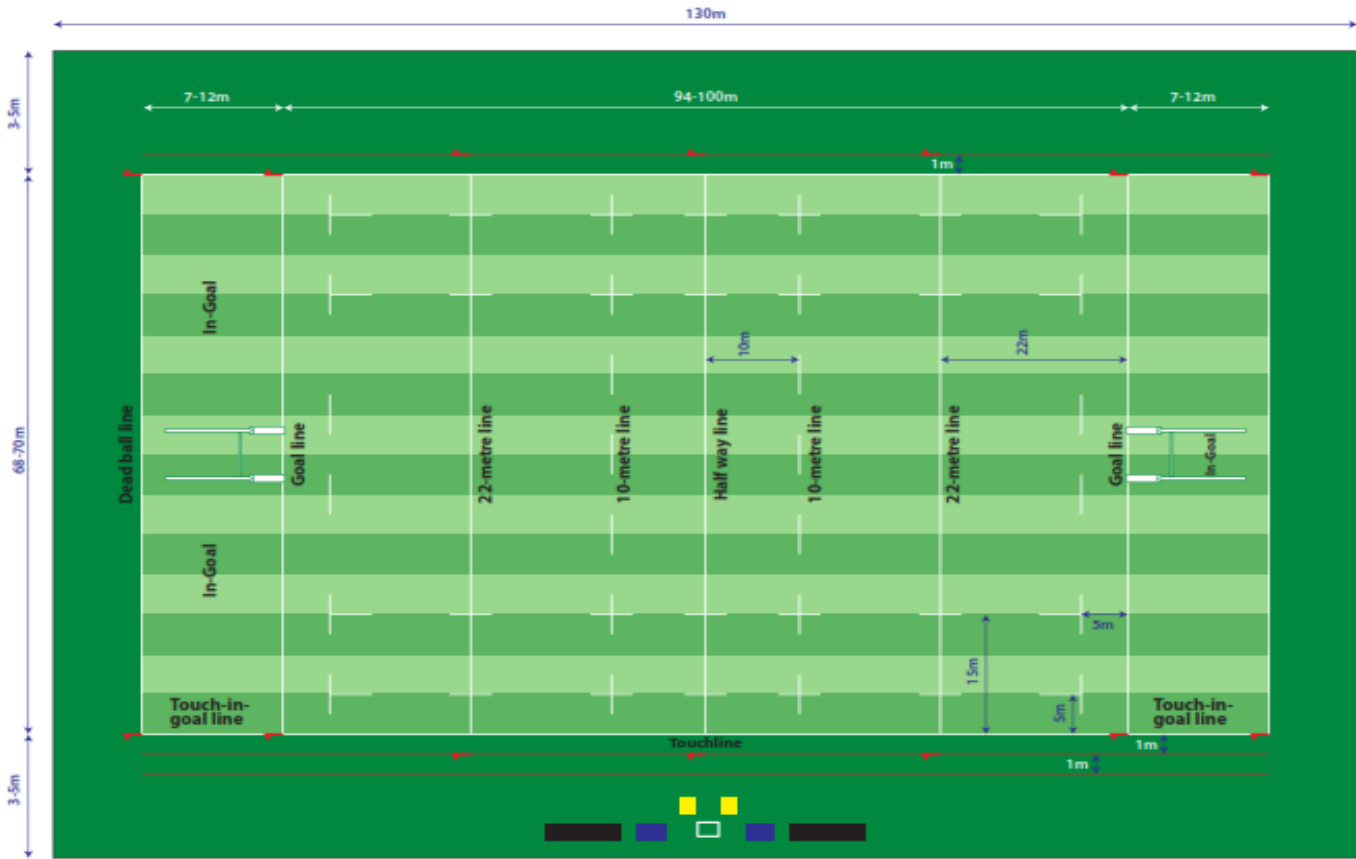
##### **SARF League Points:**

Win	4 points
Draw	3 points
Loss	2 points
Play deferent formats	1 points
No Show	0





**SCHEDULE 6**



**Key**

Sin bin

Team Bench(8mx2m)

Technical Line

Match Manager

Medic



**SCHEDULE 7**

**CONSENT FORM - PLAYING OUT OF GROUP\AGE GRADE**

Plyer's Name	
Club\School	

Age		Date of Birth	
Chronological Age Grade		Proposed Age Grade	

Mixed Contact (Only Girls)	Yes\No
Playing Position	

\*Period of permission allowed is 1 Season Maximum.

\*No Girls Rugby player can play contact rugby if they are above 12 years old before 1st September.

Reason to play the plyer out of their age group\grade:
--

Proposed by (Individual's Name)	
Role in relation to the player	

**SINGED DECLARATION**

We certify that all the information on this form is correct that a risk assessment has been carried out and hereby contact to the above player to play out of their age group\grade.

Print Name of Proposer (i.e.coach) ..... Signature Date	Print Name of Parent/Guardian ..... Signature Date
Print Name of club\School chairman\principal ..... Signature Date	On behalf and for ..... Signature Date

**SARF Declaration**

- Final approval to be granted the SARF's sole discretion.
- Applications are to be submitted 7 working days prior to the desired match/ event date

**SARF President**  
**Ali Mesbah Aldjani**





**SAUDI ARABIAN  
RUGBY FEDERATION**

الإتحاد السعودي للرقبي

