

## **BUCS Super Rugby Player Movement Guide**

**\*PLEASE NOTE THIS DOCUMENT IS TO BE USED AS A GUIDE ONLY\***

This guide is aimed at providing assistance in the interpretation of REG 6.7 and REG 6.8, alongside RUU 1.2 (Player movement regulation), and RUU 2 (Front row regulation). Player movement restrictions are in place to safeguard against institutions moving players down from a higher team in order to gain an unfair advantage when playing teams in lower leagues. This guide does not account for every scenario, or the particular circumstances which may surround them. There will be eventualities which cannot be anticipated and therefore institutions are reminded that **this document is a guide** and should always be read in conjunction with the regulations.

### **Front row players:**

- RUU 2 allows freedom of movement for front row players. Front row players should only move up or down one team from their starting selection. Under this regulation a 2<sup>nd</sup> team front row player would be allowed to play for the 1<sup>st</sup> and 3<sup>rd</sup> team, but could not play for the 4<sup>th</sup> team. Similarly a 3<sup>rd</sup> team front row player could play for the 2<sup>nd</sup> and 4<sup>th</sup> team but could not play for the 1<sup>st</sup> team.
- Front row players should not be one for the 8 declared players under RUU1.2. See below for further details on declared players.
- Front row players must still comply with REG 6.8 during the knockout stage of competitions. This means they cannot play for more than 1 team in the same knockout competition and they are cup tied from the semi-final onwards. Exceptions to this can be made in the cases of injury in specialist positions but dispensation must be granted by the BUCS office in advance of the fixture, in accordance with REG 6.8.3

### **Declared players:**

- Teams competing in BUCS Super Rugby can declare up to 8 players from their playing squad who have freedom of movement between the 1<sup>st</sup> and 2<sup>nd</sup> teams, and will not be subject to the usual player movement restrictions under REG 6.7.
- The remaining players, who are not declared, are still permitted to move between teams, but movement must be in accordance with REG 6.7.
- The 8 declared players must NOT be starting 1<sup>st</sup> team players. The regulation has been developed to allow players on the fringe of the 1<sup>st</sup> team who usually start games from the bench the opportunity to gain playing time by being selected for the 2<sup>nd</sup> team.
- A declared player may start for the 1<sup>st</sup> team in cases of injury to a starting 1<sup>st</sup> team player. Evidence of the injury to the starting 1<sup>st</sup> team player may be requested by BUCS.
- If a declared player becomes a starting 1<sup>st</sup> team player for reasons other than injury, they will no longer be able to play for the 2<sup>nd</sup> team in accordance with RUU 1.2. Only the 7 remaining declared players will be able to play for both the 1<sup>st</sup> and 2<sup>nd</sup> team.
- There will be a re-declaration window over the Christmas period. This is an opportunity for teams to amend their declared player list.
- RUU 1.2 applies to league games only, it does not apply to knockout stage of competitions i.e. the 8 declared players cannot freely move between 1<sup>st</sup> and 2<sup>nd</sup> teams and institutions must comply with REG 6.8. Additionally players cannot play for more than 1 team in the same knockout competition. Players are also cup tied from the semi-final onwards (REG 6.8.3).

**If you're unsure about these regulations call the BUCS office advance of the fixture for more specific advice!**  
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