

BUCS SPORT SPECIFIC REGULATIONS – SIGNIFICANT CHANGES FOR 2021-22

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SUMMARY

This document highlights some of the changes to BUCS' Sport Specific Regulations for the 2021-22 season that institutions/Playing Entities should be aware of.

It is not a record of all changes, as it does not contain details of any minor editorial changes, such as wording changes which do not affect the purpose of the regulations, or changes to numbering where regulations have been reordered.

Updated versions of this document will be published should there be further updates to regulations following its initial publication.

Sport	Regulation Number	Previous Regulation	New Regulation	Reason for Change
American Football	AMF i – AMF iii	<p>AMF i The BUCS American Football Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the rules of BAFA (British American Football Association).</p> <p>AMF ii In the event that these regulations contradict the BUCS general regulations these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>AMF iii In the event that these regulations contradict the rules of BAFA (British American Football Association), these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p>	<p>AMF i The BUCS American Football Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the British American Football Association (BAFA) Rulebook.</p> <p>AMF ii In the event that these regulations contradict the BUCS general regulations these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>AMF iii In the event that these regulations contradict the British American Football Association (BAFA) Rulebook, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p>	For clarity.
American Football	AMF 1	<p>AMF 1 Mixed competition BUCS American Football is recognised as a mixed competition, i.e. teams may include both male and female participants.</p>	<p>AMF 1 Open Championships The BUCS American Football Championships are an Open Championships. Open Championships have no gender-based eligibility requirements and individuals may participate whatever their gender identity.</p>	Language used updated to be reflective of the fact that the programme does not require individuals to identify as either/just male or female.

American Football	AMF 4	<p>AMF 4 Roster All players, coaches and sideline personnel must be included in a roster which is submitted directly to the referees each matchday. All individuals on this roster must meet the requirements of AMF 3.</p> <p>AMF 4.1 Each team must have a BAFCA Level 1 qualified coach who is on the sideline at all times for a game to start or continue.</p>	<p>AMF 4 Roster Before each match, in addition to completing BUCS Team Sheets as per REG 11.2, teams must supply the Referee with a roster listing all players, coaches and other sideline personnel as per BAFA regulation 5. All individuals on this roster must meet the requirements of AMF 3. A BAFRA Roster Form should be used, but if a team does not have one available then an alternative form can be submitted as long as it captures the same required information.</p> <p>AMF 4.1 Each team must have a BAFCA Level 1 qualified coach who is on the sideline at all times for a game to start or continue.</p>	For clarity.
American Football	AMF 6	<p>AMF 6 Fixture confirmation In addition to the requirements of REG 9.5 (with variations to timescales as listed below), the following must be adhered to:</p> <p>AMF 6.1 As well as communicating fixture confirmation information to the away team’s Athletic Union (or equivalent) in writing, via their own Athletic Union (or equivalent), home teams should also ensure that this is communicated to any recognised team contacts, BAFA and BAFRA.</p> <p>AMF 6.2 For weekend fixtures, confirmation should be communicated by 12:00 on the Tuesday prior to the match.</p> <p>AMF 6.3 For weekday fixtures, confirmation should be communicated in accordance with the deadlines of REG 9.5.</p>	<p>AMF 6 Fixture confirmation REG 9.5 shall apply, however as well as communicating fixture confirmation information to the away team’s Athletic Union (or equivalent) in writing, via their own Athletic Union (or equivalent), home teams should also ensure that this is communicated to BAFRA/any appointed officials.</p>	Amended to more simply align with REG 9.5 other than additional need to communicate to BAFRA/appointed officials as other differences to REG 9.5 not necessary.

<p>American Football</p>	<p>AMF 7</p>	<p>AMF 7 Match officials and personnel</p> <p>AMF 7.1 Appointed officials BAFRA (British American Football Referees Association) endeavours to appoint referees to as many BUCS American Football fixtures as possible. Appointments are based on the availability of officials geographically and teams are informed as soon as appointments are confirmed throughout the season by BAFRA. The minimum appointment is outlined in Appendix 5 ('BUCS Match Officials Requirements').</p> <p>AMF 7.1.1 Officials provided by BAFRA must be reimbursed in accordance with the BAFRA Terms and Conditions which are detailed in the rules of BAFA.</p> <p>AMF 7.2 Non-arrival of appointed officials If BAFRA referees assigned to a fixture do not arrive in due course the game will be postponed unless both teams' Head Coaches agree to the game taking place with coaches acting as officials.</p> <p>AMF 7.2.1 The coaches proposed to act as officials must fulfil the requirements denoted in AMF 7.3.</p> <p>AMF 7.2.2 If agreement cannot be reached or the appropriate personnel are not available to officiate then the game must be abandoned.</p>	<p>AMF 7 Match officials and officials' assistants</p> <p>AMF 7.1 BAFRA (British American Football Referees Association) endeavours to appoint officials to as many BUCS American Football fixtures as possible. Appointments are based on the availability of officials geographically and teams are informed as soon as appointments are confirmed throughout the season by BAFRA. The minimum appointment is outlined in Appendix 5 ('BUCS Match Officials Requirements').</p> <p>AMF 7.2 If a BAFRA Officials Crew assigned to a fixture do not turn up the game will be postponed unless both Head Coaches agree to the game taking place with interim officials as per AMF 7.4.</p> <p>AMF 7.3 If BAFRA cannot provide officials for a fixture and the teams have been notified of this at least 48 hours (outside of weekends and bank holidays) before the fixture start time, then the teams must make provision for the game to take place with interim officials as per AMF 7.4.</p> <p>AMF 7.4 Where interim officials are to be used:</p> <p>AMF 7.4.1 Unless otherwise agreed in writing by both teams before the start of play, as a minimum, the home team must provide the Referee and a Line Judge, and the away team a Head Linesman. Under no circumstances may a game commence, nor proceed if suspended, if there are fewer than three interim officials. If a fourth</p>	<p>Restructured and wording updated to make the regulation easier to follow and with clearer links to BAFA Rulebook where further clarification may be required. Specific reference made to BAFA Guide to Self-Officiating so that institutions and interim officials are more aware of their responsibilities.</p> <p>Re-introduction of a deadline by when teams would need to have been informed of BAFRA not being able to appoint officials in order for them to have to provide interim officials due to concerns made about this obligation with little warning. If less notice is given it would still be expected that teams would try to source interim officials, as happens if appointed officials do not turn up.</p> <p>Addition of requirement for details of interim officials to be captured and submitted to BUCS/BAFRA to enable BUCS/BAFA/BAFRA to confirm that appropriate interim officials are being used.</p>
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	<p>AMF 7.3 Interim officials If BAFRA are not able to appoint officials for the fixture and the teams have been notified of this in advance by the appointing body, then the teams must make provision for the game to be officiated by BAFCA registered coaches.</p> <p>AMF 7.3.1 Fixtures refereed by interim officials must have a minimum of three BAFCA Level 1 (or above) qualified coaches who; have valid coaching insurance, have undertaken the field audit, and have undertaken the reading of the rules of the game as provided by BAFA and the BUCS sport specific regulations.</p> <p>AMF 7.3.2 Unless otherwise agreed in writing by both teams before the start of play, as a minimum, the home team must provide the head referee and a referee for the opposition sideline, and the away team a referee for the opposition sideline.</p> <p>AMF 7.3.3 Interim officials will be paid as per agreement with the home team.</p> <p>AMF 7.4 Coaches acting as officials in accordance with AMF 7.2 or AMF 7.3 shall be afforded the same decision finality and respect as appointed referees.</p> <p>AMF 7.5 Chain crew and ball persons</p> <p>AMF 7.5.1 The home team must</p>	<p>interim official is available (from either team), they will act as Umpire.</p> <p>AMF 7.4.2 All interim officials must be licensed (as defined in BAFA Rule 13-9-4/Rule 13-9-5), meet the minimum officiating requirement (as defined in BAFA Rule 13-9-6-d) and have undertaken the reading of the rules of the game as provided by BAFA and the BUCS sport specific regulations.</p> <p>AMF 7.4.3 Interim officials should refer to the BAFA Guide to Self-Officiating including all appendices and complete the Game Day Audit/Checklist.</p> <p>AMF 7.4.4 The name of each interim official, the club they are registered with and which team provided them shall be recorded on both teams' rosters (see AMF 4) which shall be submitted to both BAFRA and BUCS after the game.</p> <p>AMF 7.4.5 Interim officials will have the same powers as appointed officials and must be treated with equal respect.</p> <p>AMF 7.5 Officials provided by BAFRA must be paid in accordance with the BAFRA Terms and Conditions which are detailed in the BAFA Rulebook. Interim officials will be paid as per any agreement made between them and the home team.</p> <p>AMF 7.6 The home team must provide three people for the chain crew and at least one ball person. The away team is responsible for providing a ball person for their own sideline. If a team does not have enough people to man these tasks, they must remove players from their playing squad to cover this. Playing squad</p>	
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		<p>provide three people for the chain crew and at least one ball person.</p> <p>AMF 7.5.2 The away team is responsible for providing a ball person for their own sideline.</p> <p>AMF 7.5.3 If a team does not have enough people to man these tasks, they must remove players from the playing squad to cover this.</p> <p>AMF 7.5.4 Playing squad members nominated to fulfil chain crew and ball person duties are interchangeable at appropriate times throughout the fixture but must be wearing clothing other than the playing uniform.</p>	<p>members nominated to fulfil chain crew and ball person duties are interchangeable at appropriate times throughout the fixture but must be wearing clothing other than the playing uniform.</p>	
American Football	AMF 8	<p>AMF 8 Playing conditions Should officials (including all denoted in AMF 7), deem the game unplayable due to the conditions, then the game must not take place on that field for the remainder of the day pending a favourable reinspection by said officials. Alternative fields can be sought and approved by either the officials present and/or BAFA.</p>	<p>AMF 8 Playing conditions Should the match officials (including interim officials) deem the game unplayable due to the conditions then the game must not take place on that field for the remainder of the day pending a favourable reinspection by said officials. Alternative fields can be sought and approved by the officials present.</p>	<p>Wording improved and removed mention of seeking approval from BAFA as this is not applicable to BUCS fixtures and remains from when the programme first became part of BUCS.</p>
American Football	AMF 9	<p>AMF 9 League points</p> <p>In a variance from REG 8.3.6, two points will be awarded for a win, one point for a draw, and no points for a loss. Should a voluntary walkover be awarded/conceded (REG 13), two points shall be given to the non-</p>	<p>AMF 9 League points</p> <p>AMF 9.1 Two points will be awarded for a win, one point for a draw and no points for a loss.</p> <p>AMF 9.2 Where a walkover has been awarded/conceded (REG 13), two points shall be given to the non-offending team</p>	<p>For clarity.</p>

		offending team and two points deducted from the offending team.	and two points deducted from the offending team. AMF 9.3 No points will be awarded to either team in the case of a void fixture.	
American Football	AMF 11.2	AMF 11.2 Trophy For the Trophy knockout competition, the Round of 16 draw involves the top two teams from each Tier 1 league, plus the two best performing 3rd placed teams from the three 'North' leagues and the two best performing 3rd placed teams from the three 'South' leagues. The best performing teams shall be calculated through the application of REG 8.4.3.1.1, with the exception of average points conceded based on fixtures played being used before points difference. Teams will progress through a pre-determined bracket draw, split 'North' and 'South', with the first named (home) team hosting the Round of 16, Quarter-Final and Semi-Final matches. Within these brackets, the initial draw will be based on 'seedings' calculated using the application of REG 8.4.3.1.1 across first placed teams, then second placed teams and then third placed teams, with the exception of average points conceded based on fixtures played being used before points difference.	AMF 11.2 National Trophy For the National Trophy knockout competition, the Round of 16 draw involves the top two teams from each Tier 1 league, plus the two best performing 3rd placed teams from the three 'North' leagues and the two best performing 3rd placed teams from the three 'South' leagues. The best performing teams shall be calculated through the application of REG 8.4.3.1. Teams will progress through a pre-determined bracket draw, split 'North' and 'South', with the first named (home) team hosting the Round of 16, Quarter-Final and Semi-Final matches. Within these brackets, the initial draw will be based on 'seedings' calculated using the application of REG 8.4.3.1 across first placed teams, then second placed teams and then third placed teams.	Updated to account for the fact that not all Tier 1 leagues will always have the same number of teams and/or same number of fixtures scheduled and so the process followed under REG 8.4.3.1 can vary.

American Football	AMF 11.3	<p>AMF 11.3 Conference Cups For the Conference Cup North and South knockout competitions, the Quarter-Final draws will involve the top two teams from each of the respective Tier 2 leagues, plus the two best performing 3rd placed teams from these leagues. The best performing teams shall be calculated through the application of REG 8.4.3.1.2, with average league points and average points conceded used as appropriate performance indicators within the mini-league tables created. Teams will progress through a pre-determined bracket draw with the first named (home) team hosting the Quarter-Final and Semi-Final matches. The initial draw will be based on 'seedings' calculated using the application of REG 8.4.3.1.2 across first placed teams, then second placed teams and then third placed teams, with average league points and average points conceded used as appropriate performance indicators within the mini-league tables created.</p>	<p>AMF 11.3 Conference Cups For the Conference Cup North and South knockout competitions, the Quarter-Final draws will involve the top two teams from each of the respective Tier 2 leagues, plus the two best performing 3rd placed teams from these leagues. The best performing teams shall be calculated through the application of REG 8.4.3.1. Teams will progress through a pre-determined bracket draw with the first named (home) team hosting the Quarter-Final and Semi-Final matches. The initial draw will be based on 'seedings' calculated using the application of REG 8.4.3.1 across first placed teams, then second placed teams and then third placed teams.</p>	<p>Updated to account for the fact that not all Tier 1 leagues will always have the same number of teams and/or same number of fixtures scheduled and so the process followed under REG 8.4.3.1 can vary.</p>
American Football	AMF 12 (NEW)	N/A	<p>AMF 12 Duration of play BAFA Rule 3-2-1 is amended so that the maximum total playing time shall be 48 minutes, divided into four periods of 12 minutes each, with one-minute intermissions between the first and second periods (first half) and between the third and fourth periods (second half).</p>	<p>For clarity of current practice.</p>

American Football	AMF 13 (NEW)	N/A	AMF 13 Ties in league matches A tie can occur in a league match and it shall be recorded as a draw.	For clarity of current practice.
American Football	AMF 14 (NEW)	N/A	AMF 14 Ties in knockout matches Ties are not permitted in knockout matches. If at the end of the fourth period the score is tied, then extra periods shall be played as per BAFA Rule 3-1-3.	For clarity of current practice.
Badminton	BAD 6.1	<p>BAD 6.1 Court bookings</p> <p>BAD 6.1.1 A minimum of two Courts for three hours MUST be provided for all league and knockout fixtures.</p> <p>BAD 6.1.1.1 For Scottish Conference (Tier 1 and below) league fixtures, and Scottish Conference Cup fixtures, a minimum of four Courts for three hours MUST be provided.</p> <p>BAD 6.1.2 Failure to book the minimum prescribed above will result in the home team forfeiting any rubbers not completed should the match not be finished.</p> <p>BAD 6.1.3 The court specifications are specified by the BWF (Badminton World Federation) Laws of Badminton as well as the design guidelines published by Sport England and Badminton England.</p>	<p>BAD 6.1 Court bookings</p> <p>BAD 6.1.1 A minimum of two courts for three hours MUST be provided for all league and knockout fixtures.</p> <p>BAD 6.1.1.1 For Scottish Conference (Tier 1 and below) league fixtures, and Scottish Conference Cup fixtures, a minimum of 12 court hours MUST be provided. As standard a minimum of four courts for three hours SHOULD be provided, however an alternative court booking variation (for example two courts for six hours) can be used if agreed in advance by both institutions/Playing Entities in writing.</p> <p>BAD 6.1.2 The court specifications are specified by the BWF (Badminton World Federation) Laws of Badminton as well as the design guidelines published by Sport England and Badminton England.</p>	<p>To provide flexibility of court booking options for Scottish Conference (Tier 1 and below) league fixtures and Scottish Conference Cup fixtures as getting access to four courts for a three hour block can be difficult.</p> <p>The same number of court hours are required, which is higher than those for other fixtures based on the larger team size and thus number of rubbers for Scottish Conference (Tier 1 and below) league fixtures and Scottish Conference Cup fixtures, but the 12 hours can be spread across fewer than four courts if agreed with the opposition.</p> <p>If an institution/Playing Entity agrees to using fewer than four courts (but still a total of 12 court hours) under BAD 6.1.1.1 and this fixture ends up being incomplete, they cannot claim any rubbers not completed or unplayed on the basis of this change to the court arrangements.</p> <p>Old BAD 6.1.2 removed as duplicated by BAD 10.2 which sits in better place under "BAD 10 Incomplete fixtures".</p>
Badminton	BAD 7.1 (FORMERLY BAD 6.3)	<p>BAD 6.3 Players</p> <p>BAD 6.3.1 Teams shall consist of six players, competing as two</p>	BAD 6.2 ...The singles players and doubles pairs for each fixture shall all be ranked in order of playing strength...	Currently, when a higher ranked team suffers a 'last minute' loss of (a) player(s) and then cannot source replacement players as required and so would not be able to meet the minimum number to fulfil said

		<p>singles players and two doubles pairs. A player cannot play singles and doubles during the same match.</p> <p>BAD 6.3.1.1 Teams unable to field enough players to fulfil at least four rubbers, must concede a walkover. Teams fielding at least this minimum requirement, but not a full team, shall concede the rubbers they are unable to fulfil.</p> <p>BAD 6.3.1.2 Where an institution/Playing Entity has multiple teams playing on the same day, the fixtures of the higher team(s) must be prioritised from the top down when fulfilling teams. E.g. An institution/Playing Entity cannot send only three/four/five players for their 1st team, whilst also putting out a full 2nd team.</p> <p>BAD 6.3.1.3 For Scottish Conference (Tier 1 and below) league fixtures, and Scottish Conference Cup fixtures, teams shall consist of eight players, comprising of a maximum of four men and four women. Two men and two women will play singles, all four men and four women will play doubles.</p> <p>BAD 6.3.1.3.1 Teams unable to field enough players to fulfil at least six rubbers, must concede a walkover. Teams fielding at least this minimum requirement, but not a full team, shall concede the rubbers they are unable to fulfil.</p>	<p style="text-align: center;">BAD 7.1 Team size</p> <p>BAD 7.1.1 Teams shall consist of six players, competing as two singles players and two doubles pairs. A player cannot play singles and doubles during the same match.</p> <p>BAD 7.1.1.1 For Scottish Conference (Tier 1 and below) league fixtures and Scottish Conference Cup fixtures teams shall consist of eight players, comprising of a maximum of four men and four women. Two men and two women will play singles, all four men and four women will play doubles.</p> <p>BAD 7.1.2 A team unable to field enough players to fulfil at least four rubbers, or six rubbers in the case of Scottish Conference league fixtures and Scottish Conference Cup fixtures, shall concede a walkover, however institutions/Playing Entities with multiple teams should be aware of REG 11.1.3.1.</p> <p>BAD 7.1.3 A team fielding enough players to fulfil at least four rubbers, or six rubbers in the case of Scottish Conference league fixtures and Scottish Conference Cup fixtures, but not a full team, shall be permitted to play but shall concede the rubbers they are unable to fulfil. In such circumstances it is expected that the team would notify their opposition as soon as possible after it is known that they will not be fielding a full team of this, specifying how many players will be fielded. For the avoidance of doubt, if notice of being short of players is given to the opposition in advance of the fixture, the opposition team is only required to bring enough players to</p>	<p>fixture they could try to request an involuntary walkover to allow their lower ranked teams' matches to go ahead under REG 11.1.3.1.2. However, if they are short of players, but not to the extent that they can't field the minimum number of players required, BAD 6.3.1.2 gives no choice other than to have to source players or rearrange all fixtures for their lower ranked teams that day or they will be in breach of the regulation and liable to appeals (as there is no stated/fixed penalty e.g. a walkover). Where other teams have already begun to travel to their matches and they cannot pull-up players from these teams, it is unlikely that they will have other players available but this also calls into question the standard of any additional player being sourced just to meet the required number of players and thus the experience for this player and any opponent(s).</p> <p>There is also currently no requirement, or expectation, that teams inform their opposition when they will not be fielding a full team which has led to teams sending players to fixtures who receive no playing opportunity and sometimes at a cost that could have been avoided/reduced if they had been informed.</p> <p>Therefore, the requirement for all higher ranked teams to be a full team in order for a lower ranked team fixture to be permitted to go ahead has been removed due to issues which have arisen where teams lose a player at late notice through illness/injury and are then unable to source a suitable replacement player. However, REG 11.1.3.1 still applies regarding walkovers being conceded for higher ranked teams.</p> <p>An addition has also been made that there is an expectation that a team will inform their opposition when a full team will not be fielded as far in advance</p>
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		BAD 6.3.2 The singles players and doubles pairs shall all be ranked in order of playing strength.	match the adjusted team size and the appropriate number of rubbers shall still be conceded. Teams found to be fielding less than a full team and conceding rubbers for multiple fixtures may face disciplinary action.	of the fixture to reduce the likelihood of the opposition bringing players who will have no playing time. No sanction has been applied for individual cases of less than a full team being fielded, or based on how much notice, if any, had been given, as teams can find themselves short of players at short notice (for example through injury/illness), however teams found to be doing so on multiple occasions are liable to face disciplinary action due to the impact on other teams and an expectancy that generally their institution/Playing Entity should have enough players to field full teams for all teams entered.
Badminton	BAD 8.2 (FORMERLY BAD 8.4.6)	BAD 8.4.6 In the event of a rubber having to be conceded through injury, the points already won by both teams will stand, with the team that did not concede also gaining the points that they would need to win the rubber.	BAD 8.2 In the event of a rubber having to be conceded through injury, the points already won by both teams will stand, with the team that did not concede also gaining the points that they would need to win the rubber.	Moved to sit under "BAD 8 Scoring system" to apply to both league and knockout competition matches, not under "BAD 8.4" which means that it only applies to knockout competition matches. Otherwise for league fixtures it is not clear what should be done if a player retires through injury and the games and points in each rubber could be invaluable for helping separate teams tied for league position if there is still a tie after rubbers have been used.
Badminton	BAD 10	BAD 10 Incomplete fixtures BAD 10.1 In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any rubbers not completed or unplayed. BAD 10.2 In the event of a fixture being incomplete due to an institution/Playing Entity booking insufficient court time, their opposition may claim any rubbers not completed or unplayed.	BAD 10 Incomplete fixtures BAD 10.1 In the event of a fixture being incomplete with no fault on either side, a result can be taken if six rubbers have been completed. The results shall be taken on all those rubbers that have been completed. If six rubbers have not been completed, then the fixture shall be replayed. The home team for the replay will be determined by coin toss, undertaken by the BUCS Executive. BAD 10.1.1 In the event of a Scottish Conference (Tier 1 and below) league fixture or a Scottish Conference Cup fixture being incomplete with no fault on either	Added clarity as to what should happen if neither team is at fault - both if some played (like Tennis's TEN 12.1) and if that threshold has not been reached. If threshold not reached and neither team at fault it has been stated that the fixture should be replayed, but with a coin toss to decide the home team for the replay, to avoid slow play by teams to try and get a guaranteed outcome.

			<p>side, a result can be taken if eight rubbers have been completed. The results shall be taken on all those rubbers that have been completed. If eight rubbers have not been completed, then the fixture shall be replayed. The home team for the replay will be determined by coin toss, undertaken by the BUCS Executive.</p> <p>BAD 10.2 In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any rubbers not completed or unplayed.</p> <p>BAD 10.3 In the event of a fixture being incomplete due to an institution/Playing Entity booking insufficient court time, their opposition may claim any rubbers not completed or unplayed.</p>	
Basketball	BAS i – BAS iii	<p>BAS i The BUCS Basketball Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the FIBA (Federation Internationale de Basketball) Rules of the Game as interpreted by the relevant National Governing Body.</p> <p>BAS ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>BAS iii In the event that these regulations contradict those of the</p>	<p>BAS i The BUCS Basketball Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the FIBA (Federation Internationale de Basketball) Official Basketball Rules as interpreted by the relevant National Governing Body.</p> <p>BAS ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>BAS iii In the event that these regulations contradict the FIBA (Federation Internationale de Basketball) Official Basketball Rules as interpreted by the relevant National Governing Body, these</p>	Correction to terminology.

		FIBA (Federation Internationale de Basketball) Rules of the Game as interpreted by the relevant National Governing Body, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.	BUCS sport specific regulations will supersede, unless specifically stated otherwise.	
Basketball	BAS 4/FIBA 4.3/FIBA 4.4	<p>BAS 4 Shirt numbering</p> <p>Allowable shirt numbers will be 00, 0, and any number from 1 to 99.</p> <p>FIBA 4.3 As published.</p> <p>FIBA 4.4 As published.</p>	<p>BAS 4 Team uniforms and equipment</p> <p>Articles 4.3 and 4.4 of the FIBA Official Basketball Rules shall apply with the following exceptions:</p> <p>BAS 4.1 Socks are not required to be of the same dominant colour for all team members, but are required to be visible.</p> <p>BAS 4.2 REG 9.4 shall apply in the place of Article 4.3.3</p> <p>BAS 4.3 Players are permitted to wear a hijab.</p> <p>BAS 4.4 All players on the team who wear arm and leg compression sleeves, headgear, wristbands and headbands and tapings, do not need these to be of the same solid colour.</p> <p>BAS 4.5 Any other equipment not specifically mentioned in BAS 4.1 - BAS 4.4 or Article 4.4 must be the approved by the relevant National Governing Body.</p>	<p>The FIBA rules are too restrictive/too open to interpretation. These BUCS specific regulations maintain the necessary parts of the FIBA rules (which include shirt numbering) but add amendments (taking inspiration from Basketball England's NBL rules) which are more appropriate for BUCS Basketball.</p>

Basketball	BAS 8.1	<p>BAS 8.1 Failure to obtain an appropriate Referee and Umpire, as per Appendix 5 ('BUCS Match Officials Requirements'), may lead to the forfeiture of the affected match, unless there is written notification from the appropriate officials appointments body that they were unable to provide officials and this is communicated at least 48 hours before the fixture start time, or where officials withdraw from the fixture on the day (written evidence required, refer to BAS 8.1.3).</p> <p>BAS 8.1.1 For all competitions, if at least 48 hours' (outside of weekends and bank holidays) notice ahead of the start time of the fixture has been given and the appropriate written evidence provided, then the away institution/Playing Entity may choose to host the match provided it can supply an appropriate Referee, Umpire and facilities, and notifies the opposition and the BUCS Executive by 11:00 on the last working day before the fixture. In this case the original home institution/Playing Entity is obliged to travel.</p> <p>BAS 8.1.1.1 Where the away institution/Playing Entity chooses not to host and agreement cannot be reached between the institutions/Playing Entities for rescheduling, the match shall be replayed at a venue and on a date</p>	<p>BAS 8.1 Failure to provide an appropriate Crew Chief and Umpire, as per Appendix 5 ('BUCS Match Officials Requirements'), may lead to the forfeiture of the affected match, unless an institution/Playing Entity informs their opposition of a lack of appointed/booked officials in writing at least 48 hours (outside of weekends and bank holidays) before the fixture start time, or, where officials withdraw from the fixture past the deadline of 48 hours (outside of weekends and bank holidays) of the fixture start time (written evidence required, refer to BAS 8.1.3).</p> <p>BAS 8.1.1 For all competitions, if at least 48 hours' (outside of weekends and bank holidays) notice ahead of the start time of the fixture has been given, then the away institution/Playing Entity may choose to host the match provided it can supply the appropriate officials and facilities, and notifies the opposition by 11:00 on the last working day before the fixture. In this case the original home institution/Playing Entity is obliged to travel.</p> <p>BAS 8.1.1.1 Where the away institution/Playing Entity chooses not to host and agreement cannot be reached between the institutions/Playing Entities for rescheduling, the match shall be replayed at a venue and on a date determined by the BUCS Executive.</p> <p>BAS 8.1.2 Any institution/Playing Entity which fails to provide an appropriate Crew Chief and Umpire and has failed to notify the opposition of a lack of an appointed/booked appropriate Crew Chief and Umpire at least 48 hours (outside of weekends and bank holidays) before the</p>	<p>Removed the reference to 'written notification from the appropriate officials appointments body that they were unable to provide officials' as institutions are responsible for 'appointing' officials themselves for BUCS Basketball (whether they use an external organisation for support with this or not).</p> <p>Wording generally improved and aligned with equivalent general regulations.</p>
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		<p>determined by the BUCS Executive.</p> <p>BAS 8.1.2 Any institution/Playing Entity failing to notify the opposition of the failure to obtain the appropriate Referee and Umpire at least 48 hours (outside of weekends and bank holidays) before the fixture start time will forfeit the match and concede a walkover.</p> <p>BAS 8.1.3 Non-provision of officials due to being let down by an appointed/booked Referee/Umpire within 48 hours of the fixture start time</p> <p>BAS 8.1.3.1 If the away team has arrived at the venue and the home team is let down by an appointed/booked Referee/Umpire and can prove in writing that the official was appointed/booked, the original home team will be obliged to travel to a rescheduled match.</p> <p>BAS 8.1.3.2 If the away team has not yet travelled, and the home side notifies them that they have been let down by an appointed/booked Referee/Umpire within 48 hours of the fixture start time (providing written evidence as per BAS 8.1.3.1) the match shall be rescheduled to be played at the original home team venue.</p>	<p>fixture start time in order for BAS 8.1.1 to be followed will forfeit the match and concede a walkover.</p> <p>BAS 8.1.3 Non-provision of officials due to being let down by an appointed/booked Crew Chief/Umpire past the deadline of 48 hours (outside of weekends and bank holidays) before the fixture start time</p> <p>BAS 8.1.3.1 If the away team has not yet travelled, and the home side notifies them that they have been let down by an appointed/booked Crew Chief/Umpire past the deadline of 48 hours (outside of weekends and bank holidays) before fixture start time and can prove in writing that the Crew Chief/Umpire was booked, then the match shall be rescheduled to be played at the venue of the original home team. The fixture should be rearranged in line with REG 14.3/REG 14.4/REG 14.5.</p> <p>BAS 8.1.3.2 If the away team has started their journey and/or arrived at the venue and the home team is let down by an appointed/booked Crew Chief/Umpire and can prove in writing that the official was appointed/booked, the original home team will be obliged to travel to a rescheduled match. The fixture should be rearranged in line with REG 14.3/REG 14.4/REG 14.5.</p>	
Basketball	BAS 8.2	<p>BAS 8.2 Failure to obtain the appropriate Table Officials, as per Appendix 5 ('BUCS Match Officials Requirements'), may lead to the home team incurring a £50 fine,</p>	<p>BAS 8.2 Failure to provide the appropriate Table Officials, as per Appendix 5 ('BUCS Match Officials Requirements'), may lead to the home team incurring a £50 fine, unless officials withdraw from the fixture within 48</p>	<p>Removed the reference to 'written notification from the appropriate officials appointments body that they were unable to provide officials' as institutions are responsible for 'appointing' officials themselves for</p>

		<p>unless there is written notification from the appropriate officials appointments body that they were unable to provide officials, or where officials withdraw within 48 hours of the fixture start time (written evidence required).</p> <p>BAS 8.2.1 The away team may choose to play under protest, however, they may only appeal the match result if both the Referee and Umpire provide written evidence to substantiate that the performance(s) of the Table Official(s) that did not meet the requirements of Appendix 5 ('BUCS Match Officials Requirements') affected the outcome of the match.</p> <p>BAS 8.2.1.1 Should the Referee and/or Umpire not meet the requirements of Appendix 5 ('BUCS Match Officials Requirements') then a team shall have the option to appeal the match result (note BAS 8.1).</p>	<p>hours (outside of weekends and bank holidays) of the fixture start time (written evidence required).</p> <p>BAS 8.2.1 The away team may choose to play under protest, however, they may only appeal the match result if both the Crew Chief and Umpire provide written evidence to substantiate that the performance(s) of the Table Official(s) that did not meet the requirements of Appendix 5 ('BUCS Match Officials Requirements') affected the outcome of the match.</p> <p>BAS 8.2.1.1 Should the Crew Chief and/or Umpire not meet the requirements of Appendix 5 ('BUCS Match Officials Requirements') then a team shall have the option to appeal the match result (note BAS 8.1).</p>	<p>BUCS Basketball (whether they use an external organisation for support with this or not).</p>
Basketball	BAS 9	<p>BAS 9 Results</p> <p>BAS 9.1 As per the FIBA rules of play there shall be no drawn result in a basketball game.</p> <p>BAS 9.1.1 Should the teams be tied at the end of normal time, then a period of five minutes extra time will be played. If the teams are still tied at the end of this extra period of five minutes, additional periods of five minutes</p>	<p>BAS 9 Results</p> <p>BAS 9.1 There shall be no drawn result in a basketball match as per FIBA Official Basketball Rules.</p> <p>BAS 9.2 For promotion/relegation playoffs involving just two teams (REG 8.3.8.5.6), if at the conclusion of the second match the teams are tied on aggregate, as per Article 8.7 of the FIBA Official Basketball Rules the second match shall continue with as many</p>	<p>Draws are not a recognised result in Basketball.</p> <p>For two team format (REG 8.3.8.5.6) FIBA rules already have a solution.</p> <p>For the three team format (REG 8.3.8.5.5) with Basketball being such a high scoring sport it would be unlikely that the three teams would be tied with all stats (league points, points difference, points scored) so no need to have draws exist simply as an element to try and avoid a tie.</p> <p>REG 8.3.8.5.5 and REG 8.3.8.5.6 to be amended to</p>

		<p>extra time shall be played until a winner is determined.</p> <p>BAS 9.1.2 The exception to this rule shall be promotion/relegation fixtures played as part of playoff formats involving either two or three teams. (See REG 8.3.8.5)</p>	<p>overtimes of five minutes duration each as necessary to break the tie.</p>	<p>state "fixtures should be played only to the end of 'normal time', with draws being permitted (with the exception of Basketball, see BAS 9).</p>
Basketball	BAS 10	<p>BAS 10 Scoresheets</p> <p>In the case of any rule breach by either team, the home team must be able to produce the official scoresheet of each match to BUCS when requested (White copy only).</p>	<p>BAS 10 Scoresheets All BUCS fixtures should be fully recorded on an official scoresheet.</p> <p>BAS 10.1 It is the responsibility of the home team to keep a copy of the match scoresheet until the end of the season. In the case of a match appeal or dispute regarding a result, the home team must be able to produce the official scoresheet (white copy only) to BUCS when requested.</p>	<p>For clarity.</p>
Basketball	BAS 11.5	<p>BAS 11.5 All Premier Tier/Championship teams must have their institution/Playing Entity name on the front of their playing vest for all matches. Failure to comply will result in a £50 fine per reported incident.</p> <p>The FIBA regulation dealing with the specifications for the institution/Playing Entity name on the playing vest is:</p> <p>The name or the badge/symbol of the club or country must appear on the front of the shirts as follows:</p> <ol style="list-style-type: none"> Above the advertising. If the written text comprises 	<p>BAS 11.5 All Premier Tier/National Championship teams must have their institution/Playing Entity name (or team nickname) and/or institution/Playing Entity (or team) crest/logo on the front of their playing shirts for all matches. The institution/Playing Entity name can be shortened if required, for example LSBU instead of London South Bank University. These must appear on the front of the playing shirts as follows:</p> <ol style="list-style-type: none"> The institution/Playing Entity name and/or crest/logo must be above the player's number; For the institution/Playing Entity name, if the written text comprises one (1) line, the letters shall be a maximum of eight (8) cm in height; if the written text comprises two (2) lines, the letters on each line shall be a maximum of six (6) cm in height; 	<p>This was not part of FIBA Official Basketball Rules but the separate FIBA regulations for FIBA Europe Club Competitions, so BUCS wording has been updated to be similar to 2019 version (http://www.fiba.basketball/europe/2019/regulations-european-club-competitions.pdf) but removing elements not applicable.</p>

		<p>one (1) line, the letters shall be a maximum of 8cm in height. If the written text comprises two (2) lines, the letters on each line shall be a maximum of 6cm in height.</p> <p>3. The badge/symbol must not be smaller than 100cm² nor larger than 200cm² and shall be a maximum of 10cm in height.</p> <p>The institution/Playing Entity name can be shortened if required – e.g. LSBU (London South Bank University)</p>	<p>3. The institution/Playing Entity crest/logo shall occupy an area of maximum twenty (20) cm².</p> <p>Failure to comply will result in a £50 fine per reported incident.</p>	
Cricket (Indoor)	ICR 2	<p>ICR 2 Behavioural agreement and damage deposit All institutions/Playing Entities are required to pay a damage deposit of £250 damage deposit (plus a non-returnable £15 administration fee) per team, and complete and submit a BUCS Indoor Cricket Behavioural Agreement to BUCS, by 2 October each season. Failure to adhere to the regulation will result in teams being suspended from competition.</p> <p>ICR 2.1 Damage deposits will be fully refunded within four weeks of a team's final fixture if there is no requirement for that money to be used. In the event of damage being caused that exceeds the value of the damage deposit, institutions/Playing Entities will be liable to pay the difference.</p>	<p>ICR 2 Behavioural agreement and damage deposit All institutions/Playing Entities are required to pay a damage deposit of £250 (plus a non-returnable £15 administration fee) per team, and complete and submit a BUCS Indoor Cricket Behavioural Agreement to BUCS, by 2 October each season. Failure to adhere to this regulation will result in teams being suspended from competition.</p> <p>ICR 2.1 Damage deposits will be fully refunded within four weeks of a team's final fixture if there is no requirement for that money to be used. In the event of damage being caused that exceeds the value of the damage deposit, institutions/Playing Entities will be liable to pay the difference.</p>	Typos fixed.

Cricket (Indoor)	ICR 3.1	<p>ICR 3.1 Men's leagues The competition will consist of regionalised leagues. Each league will comprise of between six and nine teams playing each other once at central venues on set match days, though this may vary subject to entry numbers.</p> <p>ICR 3.1.1 For 2019-20, the leagues are split into 'North' and 'South' groupings as follows:</p> <ul style="list-style-type: none"> - 'North': Scotland, Northern A, Northern B, Midlands A, Midlands B, Midlands C. - 'South': Western A, Western B, South Eastern A, South Eastern B, South Eastern C, South Eastern D. 	<p>ICR 3.1 Men's leagues The competition will consist of regionalised leagues. Each league will comprise of between five and nine teams playing each other once at central venues on set match days, though this may vary subject to entry numbers.</p> <p>ICR 3.1.1 For 2021-22, the leagues are split into 'North' and 'South' groupings as follows:</p> <ul style="list-style-type: none"> - 'North': Scotland, Northern A, Northern B, Midlands A, Midlands B, Midlands C. - 'South': Western A, Western B, South Eastern A, South Eastern B, South Eastern C, South Eastern D. 	Updated to reflect the number and names of leagues for 2021-22.
Cricket (Indoor)	ICR 3.2	<p>ICR 3.2 Men's knockout stages</p> <p>ICR 3.2.1 Championship</p> <p>ICR 3.2.1.1 At the conclusion of the leagues, there shall be Northern and Southern Championship Qualifier events. These shall comprise of all league winning 1st teams from the relevant leagues, plus from the 'North' the best performing 1st team finishing as runners-up and from the 'South' the two best performing 1st teams finishing as runners-up. The best performing runners-up shall be determined by Net Run Rate (NRR).</p> <p>ICR 3.2.1.2 At the Northern and Southern Championship Qualifier events, teams shall be split into two groups of four, from which the top two teams from each shall</p>	<p>ICR 3.2 Men's knockout stages</p> <p>ICR 3.2.1 Championship</p> <p>ICR 3.2.1.1 At the conclusion of the leagues, there shall be Northern and Southern Championship Qualifier events. These shall comprise of all league winning 1st teams from the relevant leagues, plus the two best performing 1st teams finishing as runners-up from both the 'North' and the 'South'. The best performing runners-up shall be determined by Net Run Rate (NRR).</p> <p>ICR 3.2.1.2 At the Northern and Southern Championship Qualifier events, teams shall be split into two groups of four, from which the top two teams from each shall progress to the Super 8s Championship Final event.</p> <p>ICR 3.2.1.3 At the Super 8s Championship Final event, the eight teams shall be split into two groups of four. The top two teams from each group shall progress to semi-</p>	<p>ICR 3.2.1.1 updated to reflect the number of leagues for 2021-22 as per ICR 3.1.</p> <p>ICR 3.2.2.1 updated to reflect actual practice followed in previous seasons. After non-1st team league winners, all 1st teams who finished as runners-up (and did not qualify for the Championship) are incorporated in the considerations of best performing runners-up (and so on) alongside 2nd teams and 3rd teams (where applicable).</p>

		<p>progress to the Super 8s Championship Final event.</p> <p>ICR 3.2.1.3 At the Super 8s Championship Final event, the eight teams shall be split into two groups of four. The top two teams from each group shall progress to semi-final knockout matches, followed by the Championship Final.</p> <p>ICR 3.2.2 Trophy</p> <p>ICR 3.2.2.1 At the conclusion of the leagues, there shall be Northern and Southern Trophy Qualifier events. These shall comprise of any league winning 2nd teams from the relevant leagues, plus all 2nd teams finishing as runners-up. If this does not produce a full draw of eight teams for either region, then the best performing 2nd teams finishing in 3rd place and so on (determined by NRR) shall be added until a full draw is achieved.</p> <p>ICR 3.2.2.2 At the Northern and Southern Trophy Qualifier events, teams shall be split into two groups of four, from which the top two teams from each shall progress to the Super 8s Trophy Final event.</p> <p>ICR 3.2.2.3 At the Super 8s Trophy Final event, the eight teams shall be split into two groups of four. The top two teams from each group shall progress to semi-final knockout matches, followed by the Trophy Final.</p>	<p>final knockout matches, followed by the Championship Final.</p> <p>ICR 3.2.2 Trophy</p> <p>ICR 3.2.2.1 At the conclusion of the leagues, there shall be Northern and Southern Trophy Qualifier events. These shall comprise of any league winning non-1st teams from the relevant leagues, followed by the best performing teams (whether 1st team, 2nd team or otherwise) finishing as runners-up until a full draw of eight teams in that region has been achieved. If this does not produce a full draw of eight teams for either region, then the best performing teams finishing in 3rd place and so on shall be added until a full draw is achieved. The best performing teams shall be determined by Net Run Rate (NRR).</p> <p>ICR 3.2.2.2 At the Northern and Southern Trophy Qualifier events, teams shall be split into two groups of four, from which the top two teams from each shall progress to the Super 8s Trophy Final event.</p> <p>ICR 3.2.2.3 At the Super 8s Trophy Final event, the eight teams shall be split into two groups of four. The top two teams from each group shall progress to semi-final knockout matches, followed by the Trophy Final.</p>	
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Cricket (Indoor)	ICR 3.3	<p>ICR 3.3 Women's leagues The competition will consist of regionalised leagues. Each league will comprise of between five and nine teams playing each other once at central venues on set match days, though this may vary subject to entry numbers.</p> <p>ICR 3.3.1 For 2019-20, the leagues are as follows: - Scotland and Northern, Midlands, Western, South Western, South Eastern.</p>	<p>ICR 3.3 Women's leagues The competition will consist of regionalised leagues. Each league will comprise of between five and nine teams playing each other once at central venues on set match days, though this may vary subject to entry numbers.</p> <p>ICR 3.3.1 For 2021-22, the leagues are as follows: Scotland & Northern, Midlands A, Midlands B, Western, South Western, South Eastern.</p>	Updated to reflect the number and names of leagues for 2021-22.
Cricket (Indoor)	ICR 3.4	<p>ICR 3.4 Women's knockout stages</p> <p>ICR 3.4.1 Championship ICR 3.4.1.1 At the conclusion of the leagues, there shall be a Super 8s Championship Final event. This shall comprise of all league winning 1st teams, plus the best performing 1st teams finishing as runners-up until a full draw of eight teams is achieved. The best performing runners-up shall be determined by Net Run Rate (NRR).</p> <p>ICR 3.4.1.2 At the Super 8s Championship Final event, the eight teams shall be split into two groups of four. The top two teams from each group shall progress to semi-final knockout matches, followed by the Championship Final.</p>	<p>ICR 3.4 Women's knockout stages ICR 3.4.1 Championship</p> <p>ICR 3.4.1.1 At the conclusion of the leagues, there shall be a Super 8s Championship Final event. This shall comprise of all league winning 1st teams, plus the best performing 1st teams finishing as runners-up until a full draw of eight teams is achieved. If this does not produce a full draw of eight teams, then the best performing 1st teams finishing in 3rd place and so on shall be added until a full draw is achieved. The best performing teams shall be determined by Net Run Rate (NRR).</p> <p>ICR 3.4.1.2 At the Super 8s Championship Final event, the eight teams shall be split into two groups of four. The top two teams from each group shall progress to semi-final knockout matches, followed by the Championship Final.</p>	Updated to cover the unlikely possibility of 1st teams finishing in 3rd place making the Championship if a number of 2nd teams finish as league winners or runners-up.

Cricket (Indoor)	ICR 4	<p>ICR 4 Team selection and team sheets</p> <p>ICR 4.1 The BUCS Indoor Cricket Championships shall follow the team selection and team sheet requirements of REG 11, with matches during the league stages counting as 'league fixtures' and those during the knockout stages counting as 'knockout competition fixtures'.</p> <p>ICR 4.2 The maximum number of players per team per match, and the minimum number of players required for a fixture to start, will be six.</p> <p>ICR 4.3 Women playing in men's teams</p> <p>ICR 4.3.1 Female players may play for either men's or women's teams, however if a female player selects to play in a specific gender competition they must remain in that competition for the remainder of the season.</p> <p>ICR 4.3.2 Up to a maximum of two female players are permitted in a team of six.</p>	<p>ICR 4 Team selection and team sheets</p> <p>ICR 4.1 The BUCS Indoor Cricket Championships shall follow the team selection and team sheet requirements of REG 11, with matches during the league stages counting as 'league fixtures' and those during the knockout stages counting as 'knockout competition fixtures'.</p> <p>ICR 4.2 The maximum number of players per team per match will be six.</p> <p>ICR 4.3 The minimum number of players per team required for a fixture to start, will be four.</p> <p>ICR 4.4 Women playing in men's teams</p> <p>ICR 4.4.1 Women may play for either men's or women's teams, however once an individual is selected (listed on a team sheet) for a team in a specific Championships (Men's or Women's) they may not then compete for a team in the other Championships for the remainder of the season.</p> <p>ICR 4.4.2 Up to a maximum of two women are permitted in a team of six.</p>	<p>This will enable teams who may suffer a late loss of a player (or two) to still be able to compete. Playing with fewer than six is only to the detriment of the team and does not advantage them or disadvantage their opposition. This provides consistency with the majority of BUCS team sport programmes where teams can be fielded with less than a full complement.</p>
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Cricket (Indoor)	ICR 9	<p>ICR 9 Late withdrawal, late arrival or non-attendance Teams withdrawing after the Tuesday prior to a match weekend will be fined £75. Teams failing to take the pitch for the scheduled start of their match will be fined £100 per offence and concede the relevant fixture(s) (Note ICR 9.1 for possible exceptions to this). Teams not attending an entire match day will be fined £100 per scheduled fixture, concede walkovers and may face further disciplinary action.</p> <p>ICR 9.1 If the lateness of the team was caused through no fault of the team then the Tournament Director can look at rescheduling fixtures to accommodate this and/or to try and fit the fixture(s) in at the end of the match day.</p>	<p>ICR 9 Withdrawals, late arrivals and non-fulfilment of fixtures ICR 9.1 Information regarding in what circumstances a team can be withdrawn and if they will be eligible for an entry fee refund or charged any penalty fees can be found in the 2021-22 season specific Cancellation, Withdrawals and Refunds Policy. (https://www.bucs.org.uk/legal/withdrawal-policy.html)</p> <p>ICR 9.2 Teams failing to take the pitch (with the minimum required number of players) for the scheduled start of a match will be deemed to have forfeited the match and a walkover will be awarded to their opposition - see ICR 13 for penalties associated with conceding a walkover. ICR 9.2.1 If the lateness of the team was caused through no fault of the team, then the Tournament Director can look at rescheduling fixtures to accommodate this and/or to try and fit the fixture in at the end of the match day.</p> <p>ICR 9.3 Teams not attending an entire match day will be deemed to have forfeited all their scheduled matches and walkovers will be awarded to their opposition - see ICR 13 for penalties associated with conceding a walkover. They may also face further disciplinary action.</p>	<p>Combined with ICR 13.5 this provides more clarity around forfeitures.</p> <p>Withdrawals are covered under the separate Indoor Cricket Cancellation, Withdrawals and Refunds Policy for 2021-22.</p>
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Cricket (Indoor)	IRC 10	<p>ICR 10 Playing conditions The following regulations may be altered by the Tournament Director owing to constraints of the venue in which the matches are taking place. Please note: Unless otherwise indicated as being specific to the men's game only, where the regulations state 'batsmen/man/he/his/etc.', the terms should be taken as referring to the women's competition also.</p>	<p>ICR 10 Playing conditions The following regulations may be altered by the Tournament Director owing to constraints of the venue in which the matches are taking place.</p>	<p>Note on language relating to gender used throughout regulations removed and the language used changed throughout the regulations to be gender-neutral.</p>
Cricket (Indoor)	ICR 10.4	<p>ICR 10.4 Batting Two batsmen shall be at the wicket at all times during an innings.</p> <p>ICR 10.4.1 In the event of a team losing five wickets within the permitted 10 overs, the last man shall continue batting with the fifth man out remaining at the wicket as a runner/non-striker only.</p> <p>ICR 10.4.2 When a batsman reaches a personal total of 25 not out, he shall retire but may return to the crease in the event of his side being dismissed within the 10 overs. Retired batsmen must return in the order of retirement and can only take the place of a retiring or dismissed batsman. Should a batsman return and score a further 25 runs, he shall again retire and may subsequently return. Two 'live' batsmen shall be at the wicket until such time as the fifth wicket has fallen.</p>	<p>ICR 10.4 Batting Two batters shall be at the wicket at all times during an innings.</p> <p>ICR 10.4.1 In the event of a team losing all but one wicket within the permitted 10 overs, the last batter shall continue batting with the last batter out remaining at the wicket as a runner/non-striker only. If there are less than six players (see ICR 4.3), once all batters are out, the team is all out.</p> <p>ICR 10.4.2 When a batter reaches a personal total of 25 not out, they shall retire but may return to the crease in the event of their side being dismissed within the 10 overs. Retired batters must return in the order of retirement and can only take the place of a retiring or dismissed batter. Should a batter return and score a further 25 runs, they shall again retire and may subsequently return. Two 'live' batters shall be at the wicket until such time as the penultimate wicket has fallen.</p>	<p>Change required as a result of change to ICR 4 to allow teams of only 4 or 5 players.</p> <p>Gendered language replaced with gender-neutral language.</p>

Cricket (Indoor)	ICR 13.5 (NEW)	N/A	<p>ICR 13.5 Forfeited matches (Walkovers) A forfeited match will be deemed to have been caused by voluntary or involuntary circumstances. A voluntary walkover is deemed to have occurred when it is believed that reasonable actions undertaken by the team, club or Athletic Union (or equivalent) of the offending institution/Playing Entity would have prevented the forfeit. An involuntary walkover is deemed to have occurred when it is considered (whether by the BUCS Executive or the BUCS Disciplinary Panel) that a team has forfeited on a fixture through reasons beyond the reasonable control of that team, club or Athletic Union (or equivalent). In the first instance all walkovers will be deemed voluntary.</p> <p>ICR 13.5.1 Walkovers will be awarded, as appropriate, on a match day by the Tournament Director.</p> <p>ICR 13.5.2 For a walkover to be considered involuntary, an institution/Playing Entity must submit a BUCS Involuntary Walkover Pro Forma (Appendix 9), along with any supporting evidence, to discipline@bucs.org.uk no later than 24 hours (outside of weekends and bank holidays) after the walkover has been awarded against them.</p> <p>ICR 13.5.2.1 Extension to the deadline An extension may be requested via e-mail to discipline@bucs.org.uk (before the deadline has passed) if there are reasonable grounds, such as awaiting requested information from a third party.</p> <p>ICR 13.5.2.2 Institutions/Playing Entities submitting an Involuntary Walkover request are responsible for ensuring that</p>	Combined with ICR 9 this provides more clarity around forfeitures.
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			<p>their submissions are comprehensive and concise, and that there is validity to any claims, before they make their submission. Requests deemed to be frivolous or not containing adequate information to enable a fair ruling may be rejected.</p> <p>ICR 13.5.2.3 Decisions will be based purely on submissions within the permissible parameters and established precedence. Additional information will be requested by the BUCS Executive if the BUCS Appeals Panel/BUCS Disciplinary Panel deem this necessary and appropriate.</p> <p>ICR 13.5.2.4 A team deemed to have conceded an involuntary walkover will, in normal circumstances, be deemed to have forfeited the match, but in the case of league fixtures will not be deducted any league points (note ICR 13.2.1.2). Further penalties outlined in ICR 13.5.3 may be waived as determined by the BUCS Executive or the BUCS Disciplinary Panel.</p> <p>ICR 13.5.3 Penalties for conceding walkovers Loss of three league points (for fixtures within leagues and mini-leagues of knockout stages) and an automatic £100 fine per fixture.</p>	
Equestrian	EQU 3	<p>EQU 3 Team selection and team lists</p> <p>EQU 3.1 All individuals in a team must be from the same Playing Entity and meet the individual eligibility requirements of REG 4.</p> <p>EQU 3.2 Each team will consist of four riders, with all individual scores counting to the team score.</p>	<p>EQU 3 Team selection and team lists</p> <p>EQU 3.1 All individuals in a team must be from the same Playing Entity and meet the individual eligibility requirements of REG 4.</p> <p>EQU 3.2 Each team will consist of four riders, with all individual scores counting to the team score.</p> <p>EQU 3.2.1 Teams may compete with only three riders, however they will incur a penalty fourth score which shall be the</p>	<p>Terminology used relating to those riders not listed for specific teams updated to be clear and consistent.</p> <p>Wording regarding period of re-ranking window simplified to only refer out to the Sport Specific Affiliations Document for the exact dates.</p> <p>Duplication of warnings against manipulation of regulations removed.</p>

		<p>EQU 3.2.1 Teams may compete with only three riders, however they will incur a penalty fourth score which shall be the worst score in each discipline plus 30 penalties.</p> <p>EQU 3.2.2 Teams cannot compete with two riders or fewer.</p> <p>EQU 3.2.3 Where an institution/Playing Entity has multiple teams competing on the same day, the match(es) of the higher team(s) must be prioritised from the top down when fulfilling teams. E.g. An institution/Playing Entity cannot send only three riders for their 2nd team, whilst also putting out four riders for their 3rd team.</p> <p>EQU 3.3 All institutions/Playing Entities must submit team lists of their riders, providing 4-5 names per team, from which any rider listed may not compete below the team they are listed for during any stage of the competition (Mini Leagues, Regional Rounds and National Finals), as well as any further riders in their club which may be required to ride if those listed for specific teams are not available. These lists must be submitted no later than the deadline in the BUCS Sport Specific Affiliations Document. Failure to submit this information will result in sanctions being imposed as</p>	<p>worst score in each discipline plus 30 penalties.</p> <p>EQU 3.2.2 Teams cannot compete with two riders or fewer.</p> <p>EQU 3.2.3 Where an institution/Playing Entity has multiple teams competing on the same day, the match(es) of the higher team(s) must be prioritised from the top down when fulfilling teams. E.g. An institution/Playing Entity cannot send only three riders for their 2nd team, whilst also putting out four riders for their 3rd team.</p> <p>EQU 3.3 All institutions/Playing Entities must submit team lists of their riders, providing 4-5 names per team, from which any rider listed may not compete below the team they are listed for during any stage of the competition (Mini Leagues, Regional Rounds and National Finals), as well as a reserve list of any further riders in their club which may be required to ride if those listed for specific teams are not available. These lists must be submitted no later than the deadline in the BUCS Sport Specific Affiliations Document. Failure to submit this information will result in sanctions being imposed as outlined in the BUCS Sport Specific Affiliations Document and the possibility of further disciplinary action. Team lists will be available here for ease of reference.</p> <p>EQU 3.3.1 Team lists will be locked until the opening of a re-ranking window and cannot be changed outside the set re-ranking window under any circumstances. Re-rankings only come into effect at the end of the re-ranking window. The dates for the re-ranking window will be displayed</p>	
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		<p>outlined in the BUCS Sport Specific Affiliations Document and the possibility of further disciplinary action. Team lists will be available here for ease of reference.</p> <p>EQU 3.3.1 Team lists will be locked until the opening of a re-ranking window (after the particular institution/Playing Entity's first round Mini League match and prior to the beginning date of the second round window), and cannot be changed outside the set re-ranking window under any circumstances. Re-rankings only come into effect at the end of the re-ranking window. The dates for the re-ranking window will be displayed in the BUCS Sport Specific Affiliations Document.</p> <p>EQU 3.3.2 Institutions/Playing Entities may request to add a rider to the bottom of their overall list (E.g. those club riders not assigned to a team but may be required to ride if those listed for specific teams are not available) when the re-ranking window is not open. Requests must be submitted and approved by the BUCS Executive in advance of the rider competing in any matches. This is to encourage the fulfilment of matches and must not be manipulated. Teams found to be attempting to manipulate the team lists/rider movement using this regulation will face disciplinary action under REG 5.</p>	<p>in the BUCS Sport Specific Affiliations Document.</p> <p>EQU 3.3.2 Institutions/Playing Entities may request to add a rider to their reserve list when the re-ranking window is not open. Requests must be submitted and approved by the BUCS Executive in advance of the rider competing in any matches. This is to encourage the fulfilment of matches and must not be manipulated.</p> <p>EQU 3.4 It is in a Championship team's best interests to keep the same team throughout their Mini League matches so that if the team fails to qualify as a whole some of its members may have more chance of qualifying to the Regional Round as individuals.</p> <p>EQU 3.5 Riders ranked for lower teams may 'ride up' for a higher ranked team if required to cover an unavailable rider, however they can only compete for one team in a round of competitions. E.g. A rider may not compete in their 2nd team and their 1st team in Round 1 of the Mini Leagues, even if those fixtures take place on different dates within the hosting window.</p> <p>EQU 3.5.1 Once the competition has progressed to the Regional Rounds, should a lower team rider who was required to ride up for the 1st team qualify for the Regional Rounds as an individual, they must take up this place and cannot return to their lower ranked team if the team has also qualified for the Regional Rounds.</p> <p>EQU 3.5.2 Once the competition has</p>	
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		<p>EQU 3.4 It is in a Championship team's best interests to keep the same team throughout their Mini League matches so that if the team fails to qualify as a whole some of its members may have more chance of qualifying to the Regional Round as individuals.</p> <p>EQU 3.5 Riders ranked for lower teams may 'ride up' for a higher ranked team if required to cover an unavailable rider, however they can only compete for one team in a round of competitions. E.g. A rider may not compete in their 2nd team and their 1st team in Round 1 of the Mini Leagues, even if those fixtures take place on different dates within the hosting window.</p> <p>EQU 3.5.1 Once the competition has progressed to the Regional Rounds, should a lower team rider who was required to ride up for the 1st team qualify for the Regional Rounds as an individual, they must take up this place and cannot return to their lower ranked team if the team has also qualified for the Regional Rounds.</p> <p>EQU 3.5.2 Once the competition has progressed to the National Finals, should a lower team rider who was required to ride up for the 1st team qualify for the National Finals as an individual, they must take up this place and</p>	<p>progressed to the National Finals, should a lower team rider who was required to ride up for the 1st team qualify for the National Finals as an individual, they must take up this place and cannot return to their lower ranked team if the team has also qualified for the National Finals.</p> <p>EQU 3.6 Teams found to be attempting to manipulate the team lists/rider movement will face disciplinary action under REG 5.</p>	
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		<p>cannot return to their lower ranked team if the team has also qualified for the National Finals.</p> <p>EQU 3.6 Teams found to be attempting to manipulate the team lists/rider movement will face disciplinary action under REG 5.</p>		
Equestrian	<p>EQU 4.1 (FORMERLY EQU 4.1 – EQU 4.2)</p>	<p>EQU 4 Mini League specific regulations</p> <p>EQU 4.1 BUCS will organise teams into leagues on an annual basis. Each Mini League will contain three or four teams. There is no guarantee that the leagues will be the same each year and no matches should be arranged until BUCS allocates teams to their respective leagues.</p> <p>EQU 4.2 All 1st teams will be entered into the Championship Mini Leagues, 2nd teams or lower will be added to the Trophy Mini Leagues. Priority will be given to teams who competed in the previous season and then any remaining slots will be allocated under the priority order system of 2nd teams, then 3rd teams, then 4th teams until all slots are filled. Should the situation arise where there are more teams of the same level (3rd team for example) to fill less spaces, these will be allocated by a random draw.</p>	<p>EQU 4 Mini League specific regulations</p> <p>EQU 4.1 Leagues</p> <p>EQU 4.1.1 There shall be two levels of competition: Championship and Trophy. The Championship is only open to 1st teams and the Trophy is only open to 2nd teams or lower.</p> <p>EQU 4.1.2 BUCS will organise teams into regionalised leagues on an annual basis. There is no guarantee that the leagues will be the same each year.</p> <p>EQU 4.1.3 At both Championship and Trophy Level there shall be up to six regions, each containing up to four leagues of four teams.</p> <p>EQU 4.1.4 The standard minimum number of teams in any league shall be three. However, should any team(s) withdraw from a league after the final leagues have been published, leading to it comprising of just two teams, then the remaining teams shall have the option to continue with the league or to withdraw without penalty.</p> <p>EQU 4.1.5 Should the Championship be oversubscribed, priority will be given to teams who competed in the previous season and then any spaces will be filled from the remaining teams by random draw.</p>	<p>Regulations expanded to provide more clarity on how leagues are populated.</p> <p>Priority order of allocation to Trophy amended so that all higher ranked teams are accommodated before accommodating any lower ranked teams, rather than accommodating all previously entered teams first regardless of their level. This is to ensure a more appropriate level of competition across the board as well as more equitable treatment of institutions/Playing Entities whilst the competition structure remains with the same limited capacity.</p> <p>Added clarity that two team leagues are permitted, but only where teams have dropped out and that teams left in a two team league shall have the option to withdraw without penalty if they do not wish to compete on this basis.</p>

			<p>EQU 4.1.6 When the Trophy is populated, priority will be given to 2nd teams, then 3rd teams, then 4th teams and so on as required. Should the situation arise where there are more teams of the same level (3rd team for example) than there are available spaces, then these teams will be allocated by a random draw.</p> <p>EQU 4.1.7 At Trophy level, if an institution/Playing Entity has multiple teams entered they shall not be placed into different regions, however where possible they shall be placed into different leagues within a region.</p> <p>EQU 4.1.8 Any teams not initially allocated to a league will remain on a waiting list and if any teams withdraw prior to final leagues being published then teams on the waiting list shall be invited to join if a space in an appropriate league becomes available.</p> <p>EQU 4.1.9 No matches should be arranged until BUCS has published the final leagues.</p>	
Equestrian	EQU 4.2 (FORMERLY EQU 4.3 – EQU 4.4)	<p>EQU 4 Mini League specific regulations</p> <p>EQU 4.3 Match dates EQU 4.3.1 Matches must be hosted in the order as published in the leagues and Teams must host their home match within the specified window as published in the BUCS Sport Specific Affiliations Document.</p> <p>EQU 4.3.1.1 If a team fails to organise a match or cancels it without extenuating circumstances they will be eliminated from competition and their points will be</p>	<p>EQU 4 Mini League specific regulations</p> <p>EQU 4.2 Match dates and venues EQU 4.2.1 When the final leagues are published, teams within each league will be ordered from 1 through to 4 (or 2/3 as applicable). Each team must host their home match within the specified Hosting Window that corresponds with their place in this order unless they obtain the mutual agreement of the Athletic Unions of all other participating institutions/Playing Entities in their league to host on a date during another Hosting Window and inform BUCS of this.</p>	Regulations combined, reordered and updated to provide more clarity on processes and current practices.

		<p>re-allocated amongst the other teams as though the offending team had not taken part in any of the league matches. Individuals from such teams therefore cannot qualify for further stages of the competition.</p> <p>EQU 4.3.2 All Mini League matches must be completed by the final date of the fourth hosting window, as published in the BUCS Sport Specific Affiliations Document. No extension will be given after this date.</p> <p>EQU 4.3.3 Each institution/Playing Entity's Athletic Union must confirm all home match dates and venues, regardless of hosting window, to BUCS via the online form by the deadline stated in the Sport Specific Affiliations Document. Failure to do so will lead to sanctions as outlined in the BUCS Sport Specific Affiliations Document and possibly further disciplinary action.</p> <p>EQU 4.3.4 Each institution/Playing Entity's Athletic Union must confirm any home match dates and venues by email to other Athletic Unions at least 14 days before each match. At this time, institutions/Playing Entities should also confirm the time that the draw will take place, as well as any weight restrictions and/or body protector requirements of the venue.</p>	<p>EQU 4.2.2 For 2021-22 the Hosting Windows are as follows:</p> <ul style="list-style-type: none"> - Hosting Window 1: Wednesday 27 October 2021 to Friday 3 December 2021 - Hosting Window 2: Saturday 4 December 2021 to Friday 28 January 2022 - Hosting Window 3: Saturday 29 January 2022 to Friday 25 February 2022 - Hosting Window 4: Saturday 26 February 2022 to Friday 25 March 2022 <p>EQU 4.2.3 Each institution/Playing Entity's Athletic Union must confirm all home match dates and venues, regardless of hosting window, to BUCS via the online form by the deadline stated in the Sport Specific Affiliations Document. Failure to do so will lead to sanctions as outlined in the BUCS Sport Specific Affiliations Document and possibly further disciplinary action.</p> <p>EQU 4.2.4 After match dates and venues have been published by BUCS, institutions/Playing Entities can change a match date if they obtain the mutual agreement of the Athletic Unions of all other participating institutions/Playing Entities in their league and inform BUCS of this. Any amendment to a venue that does not cause unreasonable impact upon travel arrangements and is communicated more than 48 hours (outside of weekends and bank holidays) before the match is scheduled to take place does not need to be agreed but must be communicated in writing to the Athletic Unions of all other participating institutions/Playing Entities.</p> <p>EQU 4.2.5 Each institution/Playing Entity's Athletic Union must re-confirm any home match dates and venues by email to other Athletic Unions at least 14 days before each</p>	
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	<p>similar as possible. Where possible the same horses should not be used for the Dressage and Showjumping phases. If this is not possible then riders must not ride the same horse for both phases.</p> <p>EQU 4.4.3 Mini League matches must be organised so that the Dressage element is followed by the Showjumping.</p> <p>EQU 4.4.4 BUCS does not determine weight restrictions, these can vary from centre to centre. Each institution/Playing Entity's Athletic Union must advise of any weight restrictions when confirming match dates to their opposition as per EQU 4.3.4.</p> <p>EQU 4.4.5 Whilst BUCS recommends the use of body protectors (EQU 2.3), BUCS does not determine requirements for body protectors for Mini League matches, these can vary from centre to centre. Each institution's Athletic Union must advise whether body protectors are compulsory when confirming match dates to their opposition as per EQU 4.3.4.</p> <p>EQU 4.4.6 The host team organiser must know the whereabouts of the nearest casualty department and have directions readily available for competitors. If possible, members of the St John Ambulance or equivalent should be present for the Showjumping. In all cases, the</p>	<p>similar as possible. Where possible the same horses should not be used for the Dressage and Showjumping phases. If this is not possible then riders must not ride the same horse for both phases.</p> <p>EQU 4.2.11 Mini League matches must be organised so that the Dressage element is followed by the Showjumping.</p> <p>EQU 4.2.12 BUCS does not determine weight restrictions, these can vary from centre to centre. Each institution/Playing Entity's Athletic Union must advise of any weight restrictions when confirming match dates to their opposition as per EQU 4.2.5.</p> <p>EQU 4.2.13 Whilst BUCS recommends the use of body protectors (EQU 2.3), BUCS does not determine requirements for body protectors for Mini League matches, these can vary from centre to centre. Each institution's Athletic Union must advise whether body protectors are compulsory when confirming match dates to their opposition as per EQU 4.2.5.</p> <p>EQU 4.2.14 The host team organiser must know the whereabouts of the nearest casualty department and have directions readily available for competitors. If possible, members of the St John Ambulance or equivalent should be present for the Showjumping. In all cases, the host team organiser should make themselves known to the appointed First Aider at the centre and be aware of their location during the competition.</p>	
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		<p>host team organiser should make themselves known to the appointed First Aider at the centre and be aware of their location during the competition.</p>		
Fencing	FIE Regulations	<p>*FIE regulations not adopted by BUCS*</p> <p>British Fencing have delayed the introduction of the new (as of 2018) FIE Mask strap rules (t.71, t.72 and m.25.7) until January 2020 and as such BUCS has not adopted these rules and is reviewing whether to do so for the 2020-21 season.</p> <p>British Fencing have delayed the introduction of the new (as of 2019) FIE passivity/noncombativity rules (t.124) and as such BUCS has not adopted these rules and is reviewing whether to do so for the 2020-21 season.</p>	<p>*FIE regulations not adopted by BUCS*</p> <p>The 'new' (as of 2018) FIE Mask strap rules (t.71, t.72 and m.25.7) are still being reviewed by British Fencing's Safety Committee and as such BUCS has still not adopted these rules for the 2021-22 season and will review with British Fencing if they shall be adopted for future seasons.</p>	<p>This rule will not be applied by British Fencing until further notice. It is more important that the masks are correctly fitted, the appropriate size is worn and the elastic that is fitted holds the mask on the head, or would prevent the mask from falling off whilst moving or stopping suddenly.</p> <p>Passivity/noncombativity rules now to be followed in BUCS Fencing, with an adapted version created for the BUCS Team Championships - see new FEN 19.</p>
Fencing	FEN 11/FEN 21 (FORMERLY FEN 11/REG 8.3.6)	<p>FEN 11 Matches will include Foil, Epee and Sabre. For each weapon, teams will be of three fencers plus the option of a nominated reserve. A weapon match will use the relay formula. Should there be a tie on hits at time, then an extra minute will be fenced with one team being given priority on the toss of a coin. The next hit or priority at the end of the minute will decide the weapon victory. The winning team</p>	<p>FEN 11 Matches will include Foil, Epee and Sabre. For each weapon, teams will be of three fencers plus the option of a nominated reserve. A weapon match will use the relay formula. Should there be a tie on hits at time, then an extra minute will be fenced with one team being given priority on the toss of a coin. The next hit or priority at the end of the minute will decide the weapon victory. The winning team will be the team with the highest hits total over the three weapons.</p>	<p>For clarity.</p>

		<p>will be the team with the highest hits total over the three weapons. The winning team will be awarded three points with the losing team receiving no points.</p> <p>FEN 11.1 In the event of a tie on hits after the three weapons, the winner will be the team that has won the most weapons.</p> <p>REG 8.3.6 League points REG 8.3.6.1 Unless stated otherwise in the relevant BUCS sport specific regulations, three points will be awarded for a win, one point for a draw and no points for a loss. REG 8.3.6.2 Unless stated otherwise in the relevant BUCS sport specific regulations, where a walkover has been awarded/conceded (REG 13), three points shall be given to the non-offending team and three points deducted from the offending team. REG 8.3.6.3 No points will be awarded to either team in the case of a void fixture.</p>	<p>FEN 11.1 In the event of a tie on hits after the three weapons, the winner will be the team that has won the most weapons.</p> <p>FEN 21 League points</p> <p>FEN 21.1 Three points will be awarded for a win and no points for a loss. FEN 21.2 Where a walkover has been awarded/conceded (REG 13), three points shall be given to the non-offending team and three points deducted from the offending team. FEN 21.3 No points will be awarded to either team in the case of a void fixture.</p>	
Fencing	FEN 12	<p>FEN 12 The two team captains, in advance of the match, shall agree the order in which weapons are fought.</p> <p>FEN 12.1 In the event of lack of agreement there shall be a draw for the order of weapons. The order of fights shall conform to FIE</p>	<p>FEN 12 The two team captains, in advance of the match, shall agree the order in which weapons are fought.</p> <p>FEN 12.1 In the event of lack of agreement there shall be a draw for the order of weapons. The order of fights shall conform to FIE (International Fencing Federation) regulations..</p>	For clarity to give a consistent approach to how bout order is decided across BUCS.

		(International Fencing Federation) regulations.	FEN 12.2 The bout order must be decided using a 'coin toss' at the start of the match.	
Fencing	FEN 13	FEN 13 Match officials Match officials should be appointed as per Appendix 5 ('BUCS Match Officials Requirements').	FEN 13 Match officials Match officials should be appointed as per Appendix 5 ('BUCS Match Officials Requirements'). FEN 13.1 Officials should rotate between matches where possible.	For clarity. Aligns with what happens at BF and FIE competitions.
Fencing	FEN 19 (NEW)	*FIE regulations not adopted by BUCS* British Fencing have delayed the introduction of the new (as of 2019) FIE passivity/noncombativity rules (t.124) and as such BUCS has not adopted these rules and is reviewing whether to do so for the 2020-21 season.	FEN 19 Passivity/Non Combativity Application of the rule shall be applied as per FIE rule t.124 except: FEN 19.1 As it is not possible to establish 'the team with the highest ranking' (t.124.2f), Weapon Captains are required in advance of the match, to 'toss a coin' to establish which team shall be awarded the 'advantage'. FEN 19.2 In the event that the teams are level on score and: - a p-black is issued to both teams and they have no reserve, or; - a double p-black card has been issued to both teams; the team with the 'advantage' shall win the match. The team score shall remain the same. FEN 19.3 The penalty for the P-Black offences only apply to the individual(s) for that weapon specific team match that they were issued. For example, foil. If the penalty was awarded in the foil match, those fencers would still be eligible for the other weapons against the same team. The penalty does not continue beyond that weapon specific match.	Passivity/noncombativity rules now adopted by British Fencing and to be followed in all BUCS Fencing. This is an adapted version created for the BUCS Team Championships.

Fencing	FEN 20 (NEW)	N/A	<p>FEN 20 Reserves Team Captains are required in advance of each weapon match to name and record any reserves on the score sheet.</p> <p>FEN 20.1 Injuries For clarity, substitutions are allowed for injuries from the named reserves during team matches. (Note FIE t.45).</p>	For clarity. Aligns with what happens at BF and FIE competitions.
Football	FOO 1 (FORMERLY FOO 3)	<p>FOO 3 There shall be separate Team Championships for Men and Women. The programme for each Championships shall include leagues and knockout competitions as per BUCS general regulations, Appendix 1 ('BUCS Competition Offer and Associated BUCS Points') and Appendix 10 ('BUCS Promotion, Relegation and Knockout Information').</p> <p>FOO 3.1 In the Men's Team Championships, for Tiers 4 and below, BUCS reserves the right to operate four leagues per Tier in a Conference (as opposed to the standard two) should entry levels permit. In such an instance, an institution would be permitted to have three teams in the tier, regardless of whether it is the bottom tier.</p>	<p>FOO 1 There shall be separate Team Championships for Men and Women. The programme for each Championships shall include leagues and knockout competitions as per BUCS general regulations, Appendix 1 ('BUCS Competition Offer and Associated BUCS Points') and Appendix 10 ('BUCS Promotion, Relegation and Knockout Information').</p> <p>FOO 1.1 In the Men's Team Championships, for tiers 4 and below, BUCS reserves the right to operate a maximum of four leagues per tier in a Conference (as opposed to the standard two) should entry levels permit. In such an instance, REG 8.3.1.2 is amended so that a Playing Entity will be permitted to have a maximum of three teams in the tier, regardless of playing conference.</p>	Improved wording and moved to start of regulations to align with other sports.
Football	FOO 6 (FORMERLY FOO 6/FOO 10)	<p>FOO 6 Matchday requirements The home team is responsible for providing a set of corner flags, and pegs for securing goal nets. Failure to do so may render the team liable to a fine and in the event of the match not being played due to</p>	<p>FOO 6 Facility requirements</p> <p>FOO 6.1 Playing surface All matches should be played on grass or a FIFA or Home Nation Football Association approved artificial surface. It is the responsibility of the first named (home) team when</p>	<p>Multiple facility requirement regulations brought into one section for ease of reading.</p> <p>Playing surface: REG 9.3.3 already applied for all Football below Premier Tier/National Championship, with FOO 10.3 applying to Premier Tier/National Championship fixtures only. FOO 6.1 created to</p>

		<p>lack of corner flags or pegs, the home team will be deemed to have not fulfilled the fixture.</p> <p>FOO 10 Additional Premier Tier/Championship specific requirements</p> <p>FOO 10.1 Playing facilities should be of an appropriate quality for Premier Tier/Championship matches and should comply with National Governing Body regulations for matches of this standard.</p> <p>FOO 10.2 Pitches should, as a minimum, be roped off to prevent spectator encroachment. This can be down one length of the pitch provided all spectators watch the match from this side. In this instance all team substitutes and team officials must be on the opposite side to the spectators.</p> <p>FOO 10.3 Matches should be played on grass or a FIFA approved artificial surface. It is the duty of the home team when confirming the fixture to advise the away team on any footwear restrictions and the type of surface to be used.</p>	<p>confirming the fixture (note REG 9.5) to advise the opposition team and all match officials of the playing surface and on any footwear restrictions and the type of surface to be used (note REG 9.3.3).</p> <p>FOO 6.2 The home team is responsible for providing a set of corner flags, and pegs for securing goal nets. Failure to do so may render the team liable to a fine and in the event of the match not being played due to lack of corner flags or pegs, the home team will be deemed to have not fulfilled the fixture.</p> <p>FOO 6.3 For Premier Tier/National Championship fixtures playing facilities should be of an appropriate quality for Premier Tier/National Championship matches and should comply with National Governing Body regulations for matches of this standard. Pitches should, as a minimum, be roped or fenced off to prevent spectator encroachment. This can be down one length of the pitch provided all spectators watch the match from this side. In this instance all team substitutes and team officials must be on the opposite side to the spectators.</p>	<p>provide clarity on the types of surface that can be used and to provide clear connection to REG 9.3.3 and processes for confirming pitch surface used (as is the case for Lacrosse and Rugby Union). For Premier Tier/Championship no longer required to be a FIFA Approved artificial surface - can be a Home National Football Association approved surface as this increases the number of pitches available for use, whilst still maintaining a standard required by the Home Nation Football Associations.</p>
Football	FOO 8	<p>FOO 8 Substitutes</p> <p>For Premier Tier/Championship and Tier 1/Trophy fixtures a maximum of three substitutions will be allowed from a maximum of five named substitutes. For Tier 2</p>	<p>FOO 8 Substitutes</p> <p>FOO 8.1 Premier Tier league matches and National Championship knockout competition matches A maximum of three substitutions will be allowed from a</p>	<p>For Premier Tier/National Championship fixtures, teams are still limited to only using three substitutes from a maximum of five, however for the Championship knockout fixtures, allowing the use of a 4th substitute is using an option under the IFAB Laws of the Game already utilised by a number of</p>

		<p>and below leagues/Conference Cup, Plate and Bowl fixtures, a maximum of five substitutions will be allowed from a maximum of five named substitutes.</p> <p>FOO 8.1 Players who have been substituted will not be permitted to return to the match, i.e. rolling substitutions are not permitted.</p>	<p>maximum of five named substitutes. If a National Championship knockout fixture goes into extra time, then a fourth substitution is permitted, whether or not the team has already used the maximum number (three) of permitted substitutes. Players who have been substituted will not be permitted to return to the match, i.e. rolling substitutions are not permitted.</p> <p>FOO 8.2 Tier 1 and below league matches and National Trophy/Conference Cup/Conference Trophy/Conference Shield knockout competition matches A maximum of five substitutions will be allowed from a maximum of five named substitutes. Players who have been substituted will not be permitted to return to the match, i.e. rolling substitutions are not permitted.</p>	<p>Home Nation NGB cup competitions where teams are not permitted to use all of their substitutes.</p> <p>For Tier 1/National Trophy fixtures the regulation has been changed to align with Tier 2 and below/Conference Cup/Conference Trophy/Conference Shield, to allow all five substitutes. This is an option under the IFAB Laws of the Game already utilised by Home Nation NGB competitions below their top tiers. This change will allow an increased chance of playing experience for student-athletes at this level and means that teams can take a full squad of 16 with a reduced likelihood of at least two of the substitutes not getting any playing time.</p> <p>Rolling substitutions shall continue to not be permitted for 2021-22. The possibility of introducing rolling substitutions to BUCS Football will be discussed for with the new Football and Futsal SAG currently being recruited, with a view to this being introduced at some levels for 2022-23.</p>
Futsal	FUT 4.1 (FORMERLY 5.1)	<p>FUT 5.1 Tie in knockout matches In the event of a tie after normal time, a penalty shootout will occur with each team taking three penalties. If teams are still tied the game will go to sudden death with each team taking alternate single penalties until a team misses.</p>	<p>FUT 4.1 Tie in knockout competition matches In the event of a tie after normal time, the winner shall be decided by the taking of penalty kicks as per the FIFA Futsal Laws of the Game.</p>	<p>For clarity and as the FIFA Futsal Laws of the Game have been updated for 2020-21 to increase the number of penalty kicks from three to five.</p>

Futsal	FUT 6.1 (FORMERLY FUT 7.1)	<p>FUT 7 Facility requirements</p> <p>FUT 7.1 Men’s and Women’s Premier Tier/Championship</p> <p>FUT 7.1.1 All fixtures must be played on a Futsal pitch with full markings. The dimensions of the pitch should be between 25m and 42m in length and 15m and 25m in width, ideally closer to the larger size, with at least a one metre run off, though at least two metres is preferable. The opposition should be made aware of the pitch dimensions when confirming the game as per REG 9.5.</p> <p>FUT 7.1.2 Futsal specific metal goals must be used.</p>	<p>FUT 6 Facility requirements</p> <p>FUT 6.1 Men’s and Women’s Premier Tier/Championship</p> <p>FUT 6.1.1 All fixtures must be played indoors.</p> <p>FUT 6.1.2 The surface of the pitch must be flat and smooth, and be comprised of non-abrasive surfaces, made of wood or artificial material. Artificial turf pitches are not permitted.</p> <p>FUT 6.1.3 Pitch markings must be as per the requirements of Law 1 of the FIFA Futsal Laws of the Game, including for the penalty areas, the 10m marks, the substitution zones and the corner areas which each have their own sub-sections. Markings for the technical areas are preferred, but not mandatory, but sufficient space for both must be provided.</p> <p>FUT 6.1.4 The dimensions of the pitch must be between 25m and 42m in length and 15m and 25m in width, ideally closer to the larger size, with at least a 1m run off, though at least 2m is preferable. The opposition should be made aware of the pitch dimensions when confirming the game as per REG 9.5.</p> <p>FUT 6.1.5 Goals must be as per the requirements of Law 1 of the FIFA Futsal Laws of the Game.</p>	<p>To provide further clarity as to requirements for pitch surface and markings.</p> <p>Wording more aligned to FIFA Futsal Laws of the Game.</p>
Futsal	FUT 6.2 (FORMERLY FUT 7.2)	<p>FUT 7 Facility requirements</p> <p>FUT 7.2 Men’s and Women’s Tier 1/Trophy</p> <p>FUT 7.2.1 All fixtures must be played indoors on a flat, smooth and non-abrasive surface. The dimensions of the pitch should be between 25m and 42m in length</p>	<p>FUT 6 Facility requirements</p> <p>FUT 6.2 Men’s and Women’s Tier 1/National Trophy</p> <p>FUT 6.2.1 All fixtures must be played indoors.</p> <p>FUT 6.2.2 The surface of the pitch must be flat and smooth, and be comprised of non-abrasive surfaces, made of wood or</p>	<p>To provide further clarity as to requirements for pitch surface and markings. Clarification on need for all markings balanced with options for use of temporary markers or for the dimensions of some of these markings to be different to FIFA Futsal Laws of the Game, utilising existing markings for other sports.</p> <p>Inflatable goals no longer permitted - these were</p>

		<p>and 15m and 25m in width, ideally closer to the larger size, with at least a one metre run off, though at least two metres is preferable. The opposition should be made aware of the pitch surface and dimensions when confirming the game as per REG 9.5.</p> <p>FUT 7.2.2 Goals may be either metal Futsal goals, hockey goals or handball goals. Where it is necessary inflatable Futsal goals are also allowed, however we advise other goals are used as a preference. The opposition should be made aware of the goals being used when confirming the game as per REG 9.5.</p>	<p>artificial material. Artificial turf pitches are not permitted.</p> <p>FUT 6.2.3 Pitch markings As well as the boundary lines, markings must also be in place for the halfway line, the centre mark, the centre circle, the penalty areas, the penalty marks, the 10m marks, the substitution zones and the corner areas. Other than the boundary lines, these markings are not required to be permanent and may be made through the use of tape or flat disc markers. Markings for the technical areas are preferred, but not mandatory, but sufficient space for both must be provided.</p> <p>FUT 6.2.4 Pitch dimensions The dimensions of the pitch must be between 25m and 42m in length and 15m and 25m in width, ideally closer to the larger size, with at least a 1m run off, though at least 2m is preferable. Dimensions for all other markings will preferably be as per the FIFA Futsal Laws of the Game, however if the pitch has existing markings for Netball, Basketball or Handball, then some of these can be used in line with the FA's Futsal Facilities Guide but the opposition must be made aware of this when the fixture details are confirmed as per REG 9.5. The opposition should be made aware of all pitch dimensions when confirming the game as per REG 9.5.</p> <p>FUT 6.2.5 Goals may be either metal Futsal goals, Hockey goals or Handball goals. The opposition should be made aware of the goals being used when confirming the game as per REG 9.5.</p>	<p>allowed when BUCS Futsal was a new programme but the sport is now more established and the BUCS programme has developed significantly so these are no longer deemed appropriate for use.</p> <p>Wording more aligned to FIFA Futsal Laws of the Game.</p> <p>FA Futsal Facilities Guide can be downloaded from: http://www.thefa.com/get-involved/player/futsal</p>
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<p>Futsal</p>	<p>FUT 6.3 (FORMERLY FUT 7.3)</p>	<p>FUT 7 Facility requirements</p> <p>FUT 7.3 Men’s and Women’s Tier 2 and below/Conference Cup FUT 7.3.1 Fixtures can be played on a flat, smooth and non-abrasive surface; indoor or outdoor; sand based or wood court. The dimensions of the pitch should be between 25m and 42m in length and 15m and 25m in width, ideally closer to the larger size, with at least a one metre run off, though at least two metres is preferable. The opposition should be made aware of the pitch surface and dimensions when confirming the game as per REG 9.5. FUT 7.3.2 Goals may be either metal Futsal goals, hockey goals or handball goals. Where it is necessary inflatable Futsal goals are also allowed, however we advise other goals are used as a preference. The opposition should be made aware of the goals being used when confirming the game as per REG 9.5.</p>	<p>FUT 6 Facility requirements</p> <p>FUT 6.3 Men’s and Women’s Tier 2 and below/Conference Cup FUT 6.3.1 Fixtures can be played indoors or outdoors. FUT 6.3.2 The surface of the pitch must be flat and smooth, and be comprised of non-abrasive surfaces. Artificial turf and grass pitches are not permitted. FUT 6.3.3 Pitch markings As well as the boundary lines, as a minimum markings must also be in place for the centre mark, the penalty areas, the penalty marks, and the substitution zones. Other than the boundary lines, these markings are not required to be permanent and may be made through the use of tape or flat disc markers. Markings for the technical areas are preferred, but not mandatory, but sufficient space for both must be provided. FUT 6.3.4 Pitch dimensions The dimensions of the pitch must be between 25m and 42m in length and 15m and 25m in width, ideally closer to the larger size, with at least a 1m run off, though at least 2m is preferable. Dimensions for all other markings will preferably be as per the FIFA Futsal Laws of the Game, however if the pitch has existing markings for Netball, Basketball or Handball, then some of these can be used in line with the FA’s Futsal Facilities Guide but the opposition must be made aware of this when the fixture details are confirmed as per REG 9.5. The opposition should be made aware of all pitch dimensions when confirming the game as per REG 9.5. FUT 6.3.5 Goals may be either metal</p>	<p>To provide further clarity as to requirements for pitch surface and markings. Clarification on need for some specific markings balanced with options for use of temporary markers or for the dimensions of some of these markings to be different to FIFA Futsal Laws of the Game, utilising existing markings for other sports.</p> <p>Inflatable goals no longer permitted - these were allowed when BUCS Futsal was a new programme but the sport is now more established and the BUCS programme has developed significantly so these are no longer deemed appropriate for use.</p> <p>Wording more aligned to FIFA Futsal Laws of the Game.</p> <p>FA Futsal Facilities Guide can be downloaded from: http://www.thefa.com/get-involved/player/futsal</p>
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			Futsal goals, Hockey goals or Handball goals. The opposition should be made aware of the goals being used when confirming the game as per REG 9.5.	
Futsal	FUT 9 (NEW)	<p>FIFA Futsal Law 3: Players Official competitions Up to a maximum of nine substitutes may be used in any match played in an official competition organised under the auspices of FIFA, the confederations or the member associations. The rules of the competition must state how many substitutes may be nominated, up to a maximum of nine.</p> <p>The number of substitutions that may be made during a match is unlimited.</p> <p>Other matches In national "A" team matches, up to a maximum of ten substitutes may be used. In all other matches, a greater number of substitutes may be used, provided that:</p> <ul style="list-style-type: none"> - the teams concerned reach agreement on a maximum number - the referees are informed before the match <p>If the referees are not informed, or if no agreement is reached before the match, no more than ten substitutes are allowed.</p>	<p>FUT 9 Substitutes A maximum of nine substitutes may be used and as per the FIFA Futsal Laws of the Game the number of substitutions that may be made during a match is unlimited, i.e. rolling substitutions are permitted.</p>	For clarity as to the number of substitutes permitted for BUCS Futsal.

Golf	GOL 2.5.3	<p>GOL 2.5.3 A cut will take place in each event of more than 36 holes as outlined below. The size of the cut will be determined by the Tournament Director and will be dependent upon field size. Information on the cut for each tournament will be provided in the pre-event information.</p> <p>i. 72-hole events – cut after either 36 or 54 holes</p> <p>ii. 54-hole events – cut after 36 holes</p>	<p>GOL 2.5.3 A cut will take place in each event of more than 36 holes as outlined below. The size of the cut will be determined by the Tournament Director and will be dependent upon field size. Information on the cut for each tournament will be provided in the pre-event information.</p> <p>i. 72-hole events – cut after either 36 or 54 holes</p> <p>ii. 54-hole events – cut after 36 holes</p> <p>GOL 2.5.3.1 Cuts may not take place in co-sanctioned events (note GOL 2.5.9).</p>	<p>Some co-sanctioned events do not have cuts. For example, Stirling will not which is a 54-hole R&A Student Tour series event.</p>
Golf	GOL 3.2	<p>GOL 3.2 Before play starts the captains shall draw up and exchange their orders for play for singles and, where relevant, foursomes. Where teams are playing with less than a full complement of players, a team is required to fill places 1-5 (places 1-7 or 1-9 in Scotland) on the start sheet in singles matches. (Note GOL 3.4.1, GOL 3.4.2, GOL 3.5.1 and GOL 3.5.2).</p>	<p>GOL 3.2 Before play starts the captains shall draw up and exchange their orders for play for singles and, where relevant, foursomes. Note GOL 3.4.3/GOL 3.5.3 for when teams are playing with less than a full complement of players.</p>	<p>Wording updated as a result of changes from Sport Review Cycle 2 and in conjunction with changes to GOL 3.4 and GOL 3.5.</p>
Golf	GOL 3.4	<p>GOL 3.4 League match specific regulations</p> <p>GOL 3.4.1 Each team in the Premier Tier leagues and English and Welsh Conference leagues (Tier 1 and below) shall consist of six nominated members (Men or Women).</p> <p>GOL 3.4.2 In the Scottish Conference, all teams in Tier 1 shall consist of 10 nominated players (Men or Women). Teams competing in Tier 2 and below in the Scottish Conference shall</p>	<p>GOL 3.4 League match specific regulations</p> <p>GOL 3.4.1 Each team in a league match will consist of a set number of members (Men or Women) as detailed here.</p> <p>i) Premier Tier: 8 nominated players</p> <p>ii) English and Welsh Conference leagues (Tier 1 and below): 6 nominated players</p> <p>iii) Scottish Conference leagues (Tier 1 and below): 8 nominated players</p> <p>GOL 3.4.2 A team unable to field at least half of the number of players as detailed in GOL 3.4.1 shall concede a walkover, however institutions/Playing Entities with</p>	<p>Wording updated as a result of changes from Sport Review Cycle 2. GOL 3.4.5 previously approved in July 2020.</p> <p>Currently, a higher ranked team can field less than a full team and this has no impact on the fielding of any lower ranked teams as there are no regulations to this effect for Golf. This will be maintained, with other similar sports having proposed amendments to match this. However, clarity has been added that REG 11.1.3.1 still applies regarding walkovers being conceded for higher ranked teams.</p> <p>There is currently no requirement, or expectation,</p>

		<p>consist of eight nominated players (Men or Women).</p> <p>GOL 3.4.3 The competition is player versus player scratch match play. Each match shall consist of singles games of a number according to GOL 3.4.1 and GOL 3.4.2.</p> <p>GOL 3.4.4 The minimum number of players per team required for a fixture to start will be half of the team number as detailed in GOL 3.4.1 and GOL 3.4.2.</p> <p>GOL 3.4.5 Any team short of members, but not in breach of GOL 3.4.4, shall concede the appropriate number of games.</p> <p>GOL 3.4.6 If bad light, or inclement weather prevents the completion of all matches (and as long as 50% of the games in the match have been decided and all matches have started), the match scores will be determined on the basis of the team positions at the suspension of play. Team positions will include the points position of uncompleted matches on the course based upon the current score position and as long as 10 holes have been completed in the match. Where no result is able to be determined then the fixture shall be replayed.</p>	<p>multiple teams should be aware of REG 11.1.3.1.</p> <p>GOL 3.4.3 A team fielding at least half of the number of players as detailed in GOL 3.4.1, but not a full team shall be permitted to play but shall concede the games they are unable to fulfil. In such circumstances it is expected that the team would notify their opposition as soon as possible after it is known that they will not be fielding a full team of this, specifying how many players will be fielded. When drawing up their order for play, each captain shall only be required to list the maximum number of players that both are able to field. For the avoidance of doubt, if notice of being short of players is given to the opposition in advance of the fixture, the opposition team is only required to bring enough players to match the adjusted team size and the appropriate number of games shall still be conceded. Teams found to be fielding less than a full team and conceding games for multiple fixtures may face disciplinary action.</p> <p>GOL 3.4.4 The competition is player versus player scratch match play. Each match shall consist of singles games of a number according to GOL 3.4.1.</p> <p>GOL 3.4.5 Where a team arrives late for the first tee time of a match every effort should be made to still play the match in full. Where this is not possible, Rule 5.3a of The Rules of Golf will apply based upon the original tee times.</p> <p>GOL 3.4.6 If bad light, or inclement weather prevents the completion of all matches (and as long as 50% of the games in the match have been decided and all</p>	<p>that teams inform their opposition when they will not be fielding a full team which has led to teams sending players to fixtures who receive no playing opportunity and sometimes at a cost that could have been avoided/reduced if they had been informed.</p> <p>An addition has therefore been made that there is an expectation that a team will inform their opposition when a full team will not be fielded as far in advance of the fixture to reduce the likelihood of the opposition bringing players who will have no playing time. No sanction has been applied for individual cases of less than a full team being fielded, or based on how much notice, if any, had been given, as teams can find themselves short of players at short notice (for example through injury/illness), however teams found to be doing so on multiple occasions are liable to face disciplinary action due to the impact on other teams and an expectancy that generally their institution/Playing Entity should have enough players to field full teams for all teams entered.</p>
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Golf	GOL 3.5	<p>GOL 3.5 Knockout competition match specific regulations GOL 3.5.1 For knockout competition matches, all teams shall consist of six nominated players (Men or Women). GOL 3.5.2 In the Scottish Conference Cup, teams shall consist of eight nominated players (Men or Women). GOL 3.5.3 The minimum number of players per team required for a fixture to start will be half of the team number as detailed in GOL 3.5.1 and GOL 3.5.2. GOL 3.5.4 Any team short of members, but not in breach of GOL 3.5.3, shall concede the appropriate number of games. GOL 3.5.5 In knockout competition matches up to but not including the quarter-finals of the Championship and Trophy, and all English and Welsh Conference Cup matches, all games shall consist of singles matches. GOL 3.5.6 From the quarter-finals onwards in the Championship and Trophy, all matches shall consist of</p>	<p>GOL 3.5 Knockout competition match specific regulations GOL 3.5.1 Each team in a knockout competition match will consist of a set number of members (Men or Women) as detailed here. i) National Championship: 8 nominated players ii) National Trophy: 6 nominated players iii) English and Welsh Conference Cups: 6 nominated players iii) Scottish Conference Cup: 8 nominated players GOL 3.5.2 A team unable to field at least half of the number of players as detailed in GOL 3.5.1 shall concede a walkover, however institutions/Playing Entities with multiple teams should be aware of REG 11.1.3.1. GOL 3.5.3 A team fielding at least half of the number of players as detailed in GOL 3.5.1, but not a full team shall be permitted to play but shall concede the games they are unable to fulfil. In such circumstances it is expected that the team would notify their opposition as soon as possible after it is known that they will not be fielding a full team of this, specifying how many players will be fielded. When drawing up their</p>	<p>Wording updated as a result of changes from Sport Review Cycle 2. GOL 3.5.9 previously approved in July 2020.</p> <p>Currently, a higher ranked team can field less than a full team and this has no impact on the fielding of any lower ranked teams as there are no regulations to this effect for Golf. This will be maintained, with other similar sports having proposed amendments to match this. However, clarity has been added that REG 11.1.3.1 still applies regarding walkovers being conceded for higher ranked teams.</p> <p>There is currently no requirement, or expectation, that teams inform their opposition when they will not be fielding a full team which has led to teams sending players to fixtures who receive no playing opportunity and sometimes at a cost that could have been avoided/reduced if they had been informed.</p> <p>An addition has therefore been made that there is an expectation that a team will inform their opposition when a full team will not be fielded as far in advance of the fixture to reduce the likelihood of the opposition bringing players who will have no playing time. No sanction has been applied for individual cases of less than a full team being fielded, or based on how much notice, if any, had been given, as teams can find themselves short of players at short</p>

		<p>three foursomes and six single games, with the foursomes taking place before the singles games.</p> <p>GOL 3.5.7 For matches consisting of foursomes and singles the same venue will be used for each format.</p> <p>GOL 3.5.8 If a match is tied at the end of normal play, a sudden death playoff will take place between a nominated player from either side (players to be nominated once the final result has been declared). The playoff shall take place on holes determined by the tradition of the host golf club or the BUCS Tournament Director (if present).</p> <p>GOL 3.5.9 If bad light, or inclement weather prevents the completion of all matches (and as long as 50% of the games in the match have been decided and all matches have started), the match scores will be determined on the basis of the team positions at the suspension of play. Team positions will include the points position of uncompleted matches on the course based upon the current score position and as long as 10 holes have been completed in the match. Where no result is able to be determined then the fixture shall be replayed.</p>	<p>order for play, each captain shall only be required to list the maximum number of players that both are able to field. For the avoidance of doubt, if notice of being short of players is given to the opposition in advance of the fixture, the opposition team is only required to bring enough players to match the adjusted team size and the appropriate number of games shall still be conceded. Teams found to be fielding less than a full team and conceding games for multiple fixtures may face disciplinary action.</p> <p>GOL 3.5.4 In knockout competition matches up to but not including the quarter-finals of the National Championship and National Trophy, and all Conference Cup matches, all matches shall consist of singles games.</p> <p>GOL 3.5.5 From the quarter-finals onwards in the National Championship, all matches shall consist of four foursomes and eight singles games, with the foursomes taking place before the singles games.</p> <p>GOL 3.5.6 From the quarter-finals onwards in the National Trophy, all matches shall consist of three foursomes and six singles games, with the foursomes taking place before the singles games.</p> <p>GOL 3.5.7 For matches consisting of foursomes and singles the same venue will be used for each format.</p> <p>GOL 3.5.8 If a match is tied at the end of normal play, a sudden death playoff will take place between a nominated player from either side (players to be nominated once the final result has been declared). The playoff shall take place on holes</p>	<p>notice (for example through injury/illness), however teams found to be doing so on multiple occasions are liable to face disciplinary action due to the impact on other teams and an expectancy that generally their institution/Playing Entity should have enough players to field full teams for all teams entered.</p>
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Golf	GOL 4.1	<p>GOL 4.1 Course requirements All BUCS competitions will be held on a golf course of appropriate quality which regularly hosts amateur matches of similar standard. Men will compete from the appropriate medal (white) tees (or appropriate winter tees) and women will compete from the standard women's (red) tees (or appropriate winter tees). Minimum course yardages: <i>As per published table.</i></p>	<p>GOL 4.1 Course requirements All BUCS competitions will be held on a golf course of appropriate quality which regularly hosts amateur matches of similar standard. Men will compete from an officially measured men's tee (or officially measured winter tee) and women will compete from an officially measured women's tee (or officially measured winter tee). Minimum course yardages: <i>As per published table.</i></p>	<p>Wording updated to reflect changes to tees due to the new World Handicap System (WHS).</p>
Golf	GOL 4.3.4 (FORMERLY)	<p>GOL 4.3.4 Institutions/Playing Entities with teams in Premier Tier leagues must submit to BUCS for</p>	<p>GOL 4.3.4 Institutions/Playing Entities with teams in Premier Tier leagues must submit to BUCS for approval, the scorecard</p>	<p>Standard Scratch Score (SSS) has now been replaced by Course Rating and Slope due to the new World Handicap System (WHS).</p>

	<p>GOL 4.3.4 – GOL 4.3.5)</p>	<p>approval, the scorecard (or appropriate document) for their home course showing the Men’s and Women’s medal course lengths along with SSS for both the full length course and any winter course used. This information must be submitted by the deadline listed in the BUCS Sport Specific Affiliations Document. Institutions/Playing Entities must submit all courses that could be used in a season.</p> <p>GOL 4.3.5 Institutions/Playing Entities with teams in Premier Tier leagues must forward to BUCS for approval, a copy of the winter rules for courses for which scorecards were provided under GOL 4.3.4. These rules will be reviewed by the BUCS Golf Sport Advisory Group to ensure that they allow for fair and even competition.</p>	<p>(or appropriate document) for their home course(s) showing the Men’s and Women’s course lengths along with Course Rating and Slope for both the full length course and any winter course used. They must also submit to BUCS for approval a copy of the local rules and any winter rules for their home course(s). These rules will be reviewed by the BUCS Golf Sport Advisory Group to ensure that they allow for fair and even competition. This information must be submitted by the deadline listed in the BUCS Sport Specific Affiliations Document. Institutions/Playing Entities must submit all courses that could be used in a season.</p>	<p>GOL 4.3.4 and GOL 4.3.5 merged as is now all part of same submission form for ease and clarity of process.</p>
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Golf	GOL 5.1	<p>GOL 5.1 Use of electronic equipment</p> <p>GOL 5.1.1 In all BUCS competitions throughout England, Wales, Scotland and Northern Ireland, a player may obtain distance information by use of a distance-measuring device. If, during a stipulated round, a player uses a distance-measuring device to gauge or measure other conditions that might affect his play (e.g. elevation changes, wind speed, etc.), the player will be in breach of Rule 14-3 of the Rules of Golf.</p>	<p>GOL 5.1 Use of electronic equipment</p> <p>In all BUCS competitions throughout England, Wales, Scotland and Northern Ireland, a player may obtain distance information by use of a distance-measuring device. If, during a stipulated round, a player uses a distance-measuring device to gauge or measure other conditions that might affect their play (e.g. elevation changes, wind speed, etc.), the player will be in breach of Rule 14-3 of the Rules of Golf.</p>	Language used changed to be gender-neutral and numbering fixed.
Hockey	HOC i – HOC iii	<p>HOC i The BUCS Hockey Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the FIH Rules of Hockey*.</p> <p>HOC ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>HOC iii In the event that these regulations contradict those of the FIH Rules of Hockey¹, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p>	<p>HOC i The BUCS Hockey Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the International Hockey Federation (FIH) Rules of Hockey.</p> <p>HOC ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>HOC iii In the event that these regulations contradict the International Hockey Federation (FIH) Rules of Hockey, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p>	<p>For clarity and as per stated review.</p> <p>The additional wording is no longer necessary as, with the exception of 17.5 minute quarters, all of the other rules have now been in place since September 2019 for all BUCS Hockey and a similar length of time for other Home Nation NGB competitions.</p> <p>HOC 8 continues to outline that only the Men’s and Women’s National leagues and Championship knockout competitions have adopted 17.5 minute quarters, with all other BUCS competitions continuing to have matches consisting of two periods of 35 minutes.</p>

		<p>*Further to the FIH's announcement on Tuesday 18 December 2018 regarding amendments to the rules of hockey from Tuesday 1 January 2019, BUCS can now confirm, in line with the Home Nation Governing Bodies, that it will be adopting all the rule changes for the 2019-20 season, except for one. Therefore, the following (major) changes will be implemented at all levels of the sport from the start of the 2019-20 season:</p> <ul style="list-style-type: none"> - Removal of Player with Goalkeeper Privileges (PwGKP) - Amendments to Attacking Free Hits within the 23m - Defensive Free Hits awarded within the defensive circle - Amendment to ruling around Attackers entering the circle early at a Penalty Corner <p>Also, in line with the Home Nation Governing Bodies, BUCS will apply 17.5 minute quarters to the BUCS & ICG Women's National League and the BUCS Men's National League and the BUCS Championship Knockout competitions. However, all other leagues and knockout competitions will be played as two halves of 35 minutes. (See HOC 8).</p> <p>Implementation of quarters at other levels will be considered over</p>		
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		the course of the 2019-20 season and in collaboration with the Home Nation Governing Bodies, in light of experience in the National Leagues and the broader domestic game.		
Hockey	HOC 2	<p>HOC 2 Playing surface</p> <p>HOC 2.1 The home team shall have the right to choose the type of playing surface to be used (all 1st Team matches must be played on an appropriate synthetic turf pitch, in line with Hockey National Governing Body requirements). This information must be received by the opposition at least one week in advance (alternative arrangements in the event of inclement weather shall also be communicated and teams must bring with them the appropriate footwear) and practice time on this surface shall be offered to the visiting team prior to the official starting time. Where, however, an artificial pitch is to be used in any match the senior Men's or Women's Team must be given priority.</p> <p>HOC 2.2 At the current time, England Hockey does not support the use of any long pile turf pitch for any competitive hockey unless that specific pitch and surface has been approved by the FIH. All BUCS Hockey competitions will also adhere to this policy.</p>	<p>HOC 2 Playing surface</p> <p>HOC 2.1 All matches must be played on an appropriate synthetic turf pitch, in line with Hockey National Governing Body requirements. It is the responsibility of the first named (home) team when confirming the fixture (note REG 9.5) to advise the opposition team and all match officials of the playing surface to be used and on any footwear restrictions. At this same time, any alternative arrangements in the event of inclement weather shall also be communicated and teams must bring with them the appropriate footwear. Practice time on the surface to be used shall be offered to the visiting team prior to the official starting time.</p> <p>HOC 2.2 At the current time, England Hockey does not support the use of any long pile turf pitch for any competitive hockey unless that specific pitch and surface has been approved by the FIH. All BUCS Hockey competitions will also adhere to this policy.</p>	Updated to clarify that all matches must be played on synthetic turf pitches, not just "1st Team matches", and timescales for confirming surface to opposition aligned with REG 9.5.

<p>Hockey</p>	<p>Appendix 5/HOC 3</p>	<p>Appendix 5 As published, with no requirements for Technical Officials.</p> <p>HOC 3 Match officials Match officials should be appointed as per Appendix 5 ('BUCS Match Officials Requirements').</p> <p>HOC 3.1 The NPUA will appoint independent umpires to all Men's and Women's National League matches. The costs incurred by these umpires will be passed onto the home institution/Playing Entity for each match.</p> <p>HOC 3.2 For the Championship and Vase Semi-Finals, BUCS will work with the NPUA to appoint independent umpires to all Men's and Women's matches. The costs incurred by these umpires will be passed onto the home institution/Playing Entity for each match.</p> <p>HOC 3.3 The NPUA will appoint independent umpires to the Championship, Vase and Trophy Finals. The costs incurred by these umpires will be met by BUCS.</p>	<p>Appendix 5 Premier Tier (National): One Technical Official required, not required to be qualified or neutral. National Championship: One Technical Official required, not required to be qualified or neutral.</p> <p>HOC 3 Match officials</p> <p>HOC 3.1 Match officials should be appointed as per Appendix 5 ('BUCS Match Officials Requirements').</p> <p>HOC 3.2 The NPUA will appoint independent umpires to all National League matches. The costs incurred by these umpires will be passed onto the home institution/Playing Entity for each match.</p> <p>HOC 3.3 For the National Vase Last 16, Quarter-Final and Semi-Final stages, BUCS and the NPUA will work with the home institutions/Playing Entities to appoint independent umpires to all matches. The costs incurred by these umpires will be passed onto the home institution/Playing Entity for each match. The home institution/Playing Entity shall be responsible for the costs incurred by the umpires.</p> <p>HOC 3.4 For the National Championship Quarter-Final and Semi-Final stages, BUCS and the NPUA will work with the home institutions/Playing Entities to appoint independent umpires to all matches. The costs incurred by these umpires will be passed onto the home institution/Playing Entity for each match. The home institution/Playing Entity shall be</p>	<p>Addition of a requirement for a Technical Official to be provided for all National league and National Championship matches to assist NPUA appointed umpires with basic officiating duties, and to mirror the standard of officiating in the community game.</p> <p>Proposal approved by both LMC and SAG.</p> <p>References to stages of National Vase and National Championship knockout competitions and where responsibility for appointment of officials for these fixtures sits updated to reflect the expanded formats for 2021-22.</p>
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			<p>responsible for the costs incurred by the umpires.</p> <p>HOC 3.5 The NPUA will appoint independent umpires to the National Championship, National Vase and National Trophy Finals. The costs incurred by these umpires will be met by BUCS.</p> <p>HOC 3.6 For all National League and National Championship matches (except finals), the home institution/Playing Entity is expected to supply a Technical Official, as per Appendix 5 ('BUCS Match Officials Requirements'). The Technical Official will assist the umpires with their duties, but they are not required to hold a qualification nor be neutral. Failure to provide a Technical Official shall result in a £50.00 fine. Institutions/Playing Entities may not play under protest nor appeal a match result in the instance a Technical Official is not provided.</p>	
Hockey	HOC 5.2	<p>HOC 5.2 Senior International players and Great Britain Elite Development Programme Squad Players On league weeks when Senior International/GB EDP players are not released for BUCS selection due to their international commitments (training or competition), as confirmed to BUCS by the Senior International/GB EDP Head</p>	<p>HOC 5.2 Senior International players and Great Britain Elite Development Programme Squad Players On league weeks when Senior International/GB EDP players are not released for BUCS selection due to their international commitments (training or competition), as confirmed to BUCS by the Senior International/GB EDP Head Coaches, 2nd Team players are able to move up to the 1st Team to cover the absence without it counting towards their</p>	<p>For clarity as to which BUCS account the emails should be sent. discipline@bucs.org.uk chosen as BUCS no longer has a Hockey specific post.</p>

		<p>Coaches, 2nd Team players are able to move up to the 1st Team to cover the absence without it counting towards their 'normality' tally (as described in REG 11.1.3) under the following conditions:</p> <p>HOC 5.2.1 The names of the 1st Team player(s) unavailable due to Senior International/GB EDP commitments (training or competition) and the name(s) of the 2nd Team players 'playing up' as cover must be emailed to BUCS prior to the start of the relevant fixture to be eligible for normality exemption.</p> <p>HOC 5.2.2 Failure to provide names in advance will mean that the fixture will count towards 'normality' for the 2nd Team player(s) 'playing up'.</p> <p>HOC 5.2.3 This is in addition to, and does not supersede any other elements of, BUCS REG 11.1.</p>	<p>'normality' tally (as described in REG 11.1.3) under the following conditions:</p> <p>HOC 5.2.1 The names of the 1st Team player(s) unavailable due to Senior International/GB EDP commitments (training or competition) and the name(s) of the 2nd Team players 'playing up' as cover must be submitted via email to discipline@bucs.org.uk prior to the start of the relevant fixture to be eligible for normality exemption.</p> <p>HOC 5.2.2 Failure to provide names in advance will mean that the fixture will count towards 'normality' for the 2nd Team player(s) 'playing up'.</p> <p>HOC 5.2.3 This is in addition to, and does not supersede any other elements of, REG 11.1.</p>	
Hockey	HOC 10	<p>HOC 10 Additional Premier Tier/Championship specific requirements</p> <p>HOC 10.1 Facilities should be of an appropriate quality for Premier Tier/Championship matches and should comply with National Governing Body regulations for matches of this standard. To this effect, all Premier Tier/Championship matches should be played on a minimum of a sand-dressed pitch, and a water-based artificial surface where</p>	<p>HOC 10 Additional Premier Tier/National Championship/National Vase specific requirements</p> <p>HOC 10.1 Facilities should be of an appropriate quality and should comply with National Governing Body regulations for matches of this standard. To this effect, all matches should be played on a minimum of a sand-dressed pitch, and a water-based artificial surface where available. Pitches should provide appropriate dugouts for teams and officials.</p>	<p>Inclusion of reference to National Vase knockout competitions which were added alongside the changes to the Premier Tier leagues made as a result of the Sport Review Cycle One proposal but regulation wording not updated at the time.</p> <p>Clarify and set expectation of all teams regarding fixture administration in order to maximise opportunity for NPUA to appoint umpires to all fixtures (where relevant).</p> <p>Process agreed with NPUA (covering England and Wales) and Scottish Hockey.</p> <p>Proposal approved by both LMC and SAG.</p>

		<p>available. Pitches should provide appropriate dugouts for teams and officials.</p> <p>HOC 10.2 Playing facilities must be booked for an appropriate length of time to allow for the full conclusion of the match. BUCS recommends that at least two hours of pitch time are booked (longer for knockout fixtures). Institutions/Playing Entities failing to book sufficient time will be considered to have defaulted on the match if for any reason there is insufficient time to bring the fixture to a conclusion.</p> <p>HOC 10.3 If a Premier Tier/Championship match is to be played under lighting then it is recommended that 350 lux should be the minimum – in line with FIH regulations. This will require the facility operator to declare their lighting levels and commit to some regular maintenance. Should a team wish to contest the level of lighting, they must do so prior to the match starting in order to ensure that they have grounds for an appeal should they so wish and must satisfy the Playing Under Protest requirements of REG 12.</p> <p>HOC 10.4 Spectators are required to be kept away from the side of the pitch.</p>	<p>HOC 10.2 Playing facilities must be booked for an appropriate length of time to allow for the full conclusion of the match. BUCS recommends that at least two hours of pitch time are booked (longer for knockout fixtures). Institutions/Playing Entities failing to book sufficient time will be considered to have defaulted on the match if for any reason there is insufficient time to bring the fixture to a conclusion.</p> <p>HOC 10.3 If a match is to be played under lighting then it is recommended that 350 lux should be the minimum – in line with FIH regulations. This will require the facility operator to declare their lighting levels and commit to some regular maintenance. Should a team wish to contest the level of lighting, they must do so prior to the match starting in order to ensure that they have grounds for an appeal should they so wish and must satisfy the Playing Under Protest requirements of REG 12.</p> <p>HOC 10.4 Spectators are required to be kept away from the side of the pitch.</p> <p>HOC 10.5 Additional Fixture Administration In addition to fulfilling REG 9.3.6/REG 9.3.6.4, for all National League matches, National Championship matches and National Vase matches (except finals), the first named (home) team shall update the England Hockey officiating Management System with all match details, to assist the National Programme Umpiring Association (NPUA) with officials' appointments. Failure to do so shall result in a £50.00 fine.</p>	<p>References to stages of National Vase and National Championship knockout competitions updated to reflect the expanded formats for 2021-22.</p>
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			<p>HOC 10.5.1 In addition to REG 9.3.6.1 through REG 9.3.6.4, any change(s) to the start time or venue at any stage once initial time and venue are confirmed should be updated on the England Hockey officiating Management System and confirmed in writing with the nominated NPUA representative by the first named (home) team, a minimum of 48 hours before the originally scheduled time of the fixture. Failure to do so shall result in a £100.00 fine, and the possibility umpires will not be appointed by the NPUA. Additionally, in cases where the fixture date is changed, as soon as this has been agreed (as per REG 9.2.1/REG 9.2.2) the fixture details on the nominated umpiring software should be updated accordingly.</p>	
Lacrosse	LAC i - LAC iii	<p>LAC i The BUCS Lacrosse Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the FIL Rules1&2.</p> <p>LAC ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>LAC iii In the event that these regulations contradict those of the FIL Rules1&2, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p>	<p>LAC i The BUCS Lacrosse Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the rules of World Lacrosse (WL).</p> <p>LAC ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>LAC iii In the event that these regulations contradict the rules of World Lacrosse (WL), these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p>	<p>Updated to reflect the fact that the current World Lacrosse rulebooks (2019-2020 edition for Men and 2020-2022 edition for Women) shall be adopted as is being done by England Lacrosse, Lacrosse Scotland and Welsh Lacrosse.</p>

		<p>1: Please note that BUCS WILL NOT be adopting the FIL 2019-2020 Men's Official Rules, published in August 2018, for the Men's Lacrosse programme for the 2019-20 season. As such, the rules as they stood in the FIL 2017-2018 Men's Official Rules shall stand for the 2019-20 season. As ever, any BUCS regulations shall supersede the FIL Rules, unless specifically stated otherwise. The FIL changes will be reviewed and considered for application for the 2020-21 BUCS season.</p> <p>2: Please note that BUCS WILL be adopting the FIL 2018-2019 Women's Official Rules, published in January 2019, for the Women's Lacrosse programme for the 2019-20 season. As ever, any BUCS regulations shall supersede the FIL Rules, unless specifically stated otherwise.</p>		
Lacrosse	LAC 3	<p>LAC 3 Pitches Pitches must be marked to the minimum dimensions as outlined in the FIL Rules for the specific gender competition. Unified pitch markings to be used if shared between both codes. It is the responsibility of the first named (home) team when confirming the fixture (note REG 9.5) to advise the opposition team and all match officials of the playing surface and on any footwear restrictions and the type of surface to be used (note REG 9.3.3).</p>	<p>LAC 3 Pitches Pitches must be marked to the minimum dimensions as outlined in the rules of World Lacrosse for the specific gender competition. Unified pitch markings to be used if shared between both codes. It is the responsibility of the first named (home) team when confirming the fixture (note REG 9.5) to advise the opposition team and all match officials of the playing surface and on any footwear restrictions and the type of surface to be used (note REG 9.3.3).</p>	<p>Updating out of date name for FIL to World Lacrosse.</p> <p>Institutions should note that with the adoption of the current rules of World lacrosse that for Women's Lacrosse this includes the removal of the 15m arcs and changes to the 11m fans.</p>

Lacrosse	LAC 4	<p>LAC 4 Match officials Match officials should be appointed as per Appendix 5 ('BUCS Match Officials Requirements').</p> <p>LAC 4.1 All Men's and Women's teams are required to submit to BUCS the names of at least two qualified officials within their club who are able to officiate in the absence of neutral officials by the deadline stated in the BUCS Sport Specific Affiliations Document. Failure to do so will lead to sanctions as outlined in the BUCS Sport Specific Affiliations Document and possibly further disciplinary action.</p>	<p>LAC 4 Match officials Match officials should be appointed as per Appendix 5 ('BUCS Match Officials Requirements').</p> <p>LAC 4.1 All institutions/Playing Entities are required to submit the names of at least two qualified officials within their Men's/Women's club(s) who are able to officiate the respective format in the absence of neutral officials by the deadline stated in the BUCS Sport Specific Affiliations Document. Failure to do so will lead to sanctions as outlined in the BUCS Sport Specific Affiliations Document and possibly further disciplinary action.</p>	<p>For clarity that two officials need to be named for each format (Men's or Women's) an institution/Playing Entity has teams entered in, not two per team or just two across both formats if they have teams in both.</p>
Lacrosse	LAC 5	<p>LAC 5 Squad size The maximum squad size shall be 23 players for Men's teams and 18 players for Women's teams.</p>	<p>LAC 5 Squad size The maximum squad size shall be 18 players for Men's and Women's teams.</p>	<p>To bring in line with most domestic leagues in the UK and on recommendation from England Lacrosse to align with their domestic competition rules.</p>
Lacrosse	LAC 6	<p>LAC 6 Substitutes Substitutes shall be used in accordance with the FIL Rules.</p>	<p>LAC 6 Substitutes Substitutes shall be used in accordance with the rules of World Lacrosse.</p>	<p>Updating out of date name for FIL to World Lacrosse.</p>
Lacrosse	LAC 7	<p>LAC 7 Minimum number of players for a fixture to start The minimum number of players per team required for a fixture to start will be seven for Men's teams and eight for Women's teams.</p>	<p>LAC 7 Minimum number of players for a fixture to start The minimum number of players per team required for a fixture to start will be eight for Men's and Women's teams.</p>	<p>On recommendation from England Lacrosse to align with their domestic competition rules.</p>
Lacrosse	LAC 8	<p>LAC 8 Duration of play In a variation to the FIL Rules, there shall be no use of stopping clocks, only running clocks.</p>	<p>LAC 8 Duration of play In a variation to the rules of World Lacrosse, there shall be no use of stopping clocks, only running clocks.</p>	<p>Updating out of date name for FIL to World Lacrosse.</p>
Lacrosse	LAC 10	<p>LAC 10 Ties in knockout matches LAC 10.1 Men's In the event of a tie at the end of regulation time,</p>	<p>LAC 10 Ties in knockout matches LAC 10.1 Men's In the event of a tie at the end of regulation time, the overtime procedures of RULE 31.2 of the World</p>	<p>Updated to reflect the fact that the current World Lacrosse rulebooks (2019-2020 edition for Men and 2020-2022 edition for Women) shall be adopted as is</p>

		<p>the FIL 2017-2018 Men's Official Rules overtime procedures of Rule 31 shall be followed.</p> <p>LAC 10.2 Women's In the event of a tie at the end of regulation time, the FIL sudden victory overtime procedures shall be followed.</p>	<p>Lacrosse Men's Field Lacrosse rules shall be followed.</p> <p>LAC 10.2 Women's In the event of a tie at the end of regulation time, the overtime procedures of RULE 11.J of the World Lacrosse Women's Lacrosse rules shall be followed.</p>	<p>being done by England Lacrosse, Lacrosse Scotland and Welsh Lacrosse.</p>
Netball	Appendix 5/NET 4	<p>Appendix 5 No published requirements for Table Officials or Scorers.</p> <p>NET 4 Match officials Match officials should be appointed as per Appendix 5 ('BUCS Match Officials Requirements').</p> <p>NET 4.1 For Scottish Conference (Tier 1 and below) league fixtures, and Scottish Conference Cup fixtures, each team is expected to provide one of the officials unless agreed in writing prior to the fixture to do otherwise.</p>	<p>Appendix 5 Premier Tier: Two Table Officials required, not required to be qualified or neutral. National Championship: Two Table Officials required, not required to be qualified or neutral (except for Final). National Trophy: Two Table Officials required for Final only, required to be qualified and neutral.</p> <p>NET 4 Match officials Match officials should be appointed as per Appendix 5 ('BUCS Match Officials Requirements').</p> <p>NET 4.1 For Scottish Conference (Tier 1 and below) league fixtures, and Scottish Conference Cup fixtures, each team is expected to provide one of the umpires unless agreed in writing prior to the fixture to do otherwise</p> <p>NET 4.2 Table Officials and Scorers In matches where table officials are required (see Appendix 5) the responsibility of scoring and timing will sit with the table officials. For all other matches each team should supply a scorer. (Ideally this is a non-player, but it is understood that for many matches the scorer will be a substitute). The scorers, under the direction of the umpires, should keep score and time throughout the match.</p>	<p>For clarity as in recent seasons there have been some appeals/issues arising over scoring relating to who should be scoring the match and how (see also NET 5.3).</p>

Netball	NET 5.2	<p>NET 5.2 Court requirements</p> <p>NET 5.2.1 All Premier Tier/Championship matches must be played on a regulation size sprung wooden indoor court with run-off areas a minimum of 1.5m wide, sunken posts with regulation rings and post protectors.</p> <p>NET 5.2.2 All Tier 1 and below league matches, and Trophy and Conference Cup/Plate/Bowl knockout competition matches shall be played on courts of regulation size, with regulation posts and rings. Wherever possible matches should be played on indoor courts. Where both indoor and outdoor courts are available the home team must stage the match on the indoor court. There is no minimum run-off requirement, but consideration should be made for officials courtside.</p>	<p>NET 5.2 Court requirements</p> <p>NET 5.2.1 All Premier Tier/National Championship matches must be played on a regulation size sprung wooden indoor court with run-off areas a minimum of 1.5m wide, with regulation posts (sunken or floor fixed), regulation rings and post protectors.</p> <p>NET 5.2.2 All Tier 1 and below league matches, and National Trophy and Conference Cup/Trophy/Shield knockout competition matches must be played on courts of regulation size, with regulation posts (sunken, floor fixed or free standing) and regulation rings. Wherever possible matches should be played on indoor courts. Where both indoor and outdoor courts are available the home team must stage the match on the indoor court. There is no minimum run-off requirement, but consideration should be made for officials courtside.</p>	For clarity regarding types of posts permitted.
Netball	NET 5.3	<p>NET 5.3 Scoring equipment A fully working and easily visible scoring system must be provided showing the match score.</p> <p>NET 5.3.1 For Premier League and Championship matches an electronic scoreboard should be used which displays the time remaining in each quarter.</p> <p>NET 5.3.2 For Tier 1 and below league matches, and Trophy and Conference Cup/Plate/Bowl knockout competition matches a manual scoreboard is sufficient</p>	<p>NET 5.3 Scoring equipment</p> <p>NET 5.3.1 For Premier Tier/National Championship matches an electronic scoreboard must be used which displays the time remaining in each quarter.</p> <p>NET 5.3.2 For Tier 1 and below league matches, and National Trophy and Conference Cup/Trophy/Shield knockout competition matches a manual scoreboard is sufficient should electronic scoring not be available. For matches where a manual scoreboard is not available, e.g. matches hosted on outdoor courts, the scorers (see</p>	For clarity as in recent seasons there have been some appeals/issues arising over scoring relating to who should be scoring the match and how (see also NET 4).

		should electronic scoring not be available.	NET 4.2) must verbally announce the score after every goal scored.	
Netball	NET 9	<p>NET 9 Calculating final league positions Final league positions will be primarily based on league points accumulated. However, should there be any ties on points within a league, they shall be split by the following sequential systems;</p> <p>NET 9.1 A team tied on points in a league who has voluntarily conceded walkovers shall automatically be placed below other tied teams who have conceded fewer voluntary walkovers.</p> <p>NET 9.2 Walkovers deemed involuntary may be disregarded in the above calculations on a case by case basis.</p>	<p>NET 9 Calculating final league positions Final league positions will be primarily based on league points accumulated. However, should there be any ties on points within a league, they shall be split by the following sequential system:</p> <p>NET 9.1 A team tied on points who has conceded at least one voluntary walkover shall automatically be placed below any other tied teams who have conceded fewer voluntary walkovers. If a tie still exists, then NET 9.2 or NET 9.3 shall be followed as applicable;</p>	<p>For clarity.</p> <p>in line with a change to REG 8.3.7.1 currently followed by most sports, reference to involuntary walkovers removed as was redundant given that old NET 9.1 wording already referred to specifically voluntary walkovers and so the BUCS Executive have not made any 'case by case' decisions to go against this. BUCS Play only takes into account voluntary walkovers as per the regulation (as did BUCScore previously).</p> <p>The BUCS Executive do not feel it necessary to amend so that teams who have conceded an involuntary walkover are further penalised.</p>
Netball	NET 9	<p>NET 9.3 Tie between two teams</p> <p>NET 9.3.1 If the tie on points has been effected by any walkovers conceded to them or any void fixtures, all the relevant results against the team(s) which conceded the walkover(s) or the team(s) involved in the void fixtures (i.e. all the results between the teams tied on points and the team(s) conceding the walkover(s)/void match(es)) will be removed from the results table and the recalculated goal difference shall be used to</p>	<p>NET 9.2 Tie between two teams</p> <p>NET 9.2.1 Goals data will be used as per NET 9.2.2 - NET 9.2.3. If the tie on league points has been effected by any walkovers conceded to either of the teams or any void fixtures, all the relevant results against the team(s) which conceded the walkover(s) or the team(s) involved in the void fixtures (i.e. all the results between the teams tied on league points and the team(s) conceding the walkover(s)/void match(es)) will be removed from the results table and the recalculated goals data shall be used.</p> <p>NET 9.2.2 The team with the higher goal difference shall be deemed the higher placed team. If a tie still exists;</p>	<p>For clarity.</p>

		<p>determine the higher placed team as follows;</p> <p>NET 9.3.2 Goal difference. If a tie still exists;</p> <p>NET 9.3.3 The higher number of Goals scored. If a tie still exists;</p> <p>NET 9.3.4 The result between the teams will be the determining factor in placing one team above the other. Where fixtures are played on a 'home' and 'away' basis, the aggregate score of the two (or more) matches will determine the higher placed team. If a tie still exists;</p> <p>NET 9.3.5 If the higher placed team cannot be determined from the system above, then this shall be determined by the toss of a coin by the BUCS Executive.</p>	<p>NET 9.2.3 The team with the higher number of goals scored shall be deemed the higher placed team. If a tie still exists;</p> <p>NET 9.2.4 The result between the teams will be the determining factor in placing one team above the other. Where fixtures are played on a 'home' and 'away' basis, the aggregate score of the two (or more) matches will determine the higher placed team.</p> <p>NET 9.2.5 If the higher placed team cannot be determined from the system above, then this shall be determined by the toss of a coin by the BUCS Executive.</p>	
Netball	NET 9	<p>NET 9.4 Tie between three or more teams</p> <p>NET 9.4.1 If the tie on points has been effected by any walkovers conceded to them or any void fixtures, all the relevant results against the team(s) which conceded the walkover(s) or the team(s) involved in the void fixtures (i.e. all the results between the teams tied on points and the team(s) conceding the walkover(s)/void match(es)) will be removed from the results table and the recalculated goal difference shall be used to determine the higher placed team as follows;</p> <p>NET 9.4.2 Goal difference. If a tie</p>	<p>NET 9.3 Tie between three or more teams</p> <p>NET 9.3.1 Goals data will be used as per NET 9.3.2 - NET 9.3.3. If the tie on league points has been effected by any walkovers conceded to either of the teams or any void fixtures, all the relevant results against the team(s) which conceded the walkover(s) or the team(s) involved in the void fixtures (i.e. all the results between the teams tied on league points and the team(s) conceding the walkover(s)/void match(es)) will be removed from the results table and the recalculated goals data shall be used.</p> <p>NET 9.3.2 The team with the higher goal difference shall be deemed the higher placed team. If a tie still exists;</p> <p>NET 9.3.3 The team with the higher number of goals scored shall be deemed the higher placed team. If a tie still exists;</p>	For clarity.

		<p>still exists;</p> <p>NET 9.4.3 The higher number of Goals scored. If a tie still exists;</p> <p>NET 9.4.4 A mini league shall be formed to calculate the higher placed team on points from the results between the relevant teams. If a tie still exists;</p> <p>NET 9.4.5 Goal difference in the mini league. If a tie still exists;</p> <p>NET 9.4.6 The higher number of Goals scored in the mini league. If a tie still exists;</p> <p>NET 9.4.7 If the higher placed team cannot be determined from the system above, then this shall be determined by the toss of a coin by the BUCS Executive.</p>	<p>NET 9.3.4 A mini league shall be formed to calculate the higher placed team on league points from the results between the relevant teams. If a tie still exists;</p> <p>NET 9.3.5 The team with the higher goal difference in the mini league shall be deemed the higher placed team. If a tie still exists;</p> <p>NET 9.3.6 The team with the higher number of goals scored in the mini league shall be deemed the higher placed team.</p> <p>NET 9.3.7 If the higher placed team cannot be determined from the system above, then this shall be determined by the toss of a coin by the BUCS Executive.</p>	
Rugby League	RUL 3.3	<p>RUL 3.3 All players must be registered with the RFL prior to playing in any BUCS Rugby League fixture, as per the requirements of the BUCS Sport Specific Affiliations Document. Failure to do so will lead to sanctions as outlined in the BUCS Sport Specific Affiliations Document and possibly further disciplinary action.</p> <p>RUL 3.3.1 Teams may register new players on the actual match day provided that the registration form is duly completed in accordance with standardised regulations and is initialled by the appointed Match Official and together with post match documentation released immediately after the match to the RFL Competitions Officer.</p>	<p>RUL 3.3 All players must be registered with the RFL prior to playing in any BUCS Rugby League fixture, as per the requirements of the BUCS Sport Specific Affiliations Document. Failure to do so will lead to sanctions as outlined in the BUCS Sport Specific Affiliations Document and possibly further disciplinary action.</p>	<p>The old RUL 3.3.1 referred to an old process. Player registrations are now done online, via a link in the Sport Specific Affiliations Document.</p>

Rugby League	RUL 3.4	<p>RUL 3.4 At the start of each season teams must register the following personnel with the RFL Competitions Officer (competitions@rfl.uk.com).</p> <p>RUL 3.4.1 Essential:</p> <ul style="list-style-type: none"> - Central point of contact - Designated Match day contact <ul style="list-style-type: none"> - Committee Details - Head Coach (RFL UKCC Level 2 or the Teaching Equivalent) <p>RUL 3.4.2 Recommended:</p> <ul style="list-style-type: none"> - Assistant Coach (RFL UKCC Level 2 or the Teaching Equivalent) <ul style="list-style-type: none"> - Accredited first aider - RFL Accredited Touchline Manager 	<p>RUL 3.4 At the start of each season teams must register the following personnel with the RFL Competition Officer (competitions@rfl.uk.com):</p> <p>RUL 3.4.1 Essential:</p> <ul style="list-style-type: none"> - Central point of contact - Main University (staff) contact - Designated Match Day contact <ul style="list-style-type: none"> - Committee Details - Head Coach (RFL UKCC Level 2 or the Teaching Equivalent) <p>RUL 3.4.2 Recommended:</p> <ul style="list-style-type: none"> - Assistant Coach(es) (RFL UKCC Level 2 or the Teaching Equivalent) - RFL Accredited Game Day Manager(s) <ul style="list-style-type: none"> - Qualified First Aider(s) 	<p>Updates to some terminology to align with that used by RFL and to provide option to provide central point of contact AND main university staff contact in case these are different.</p>
Rugby League	RUL 5.4	<p>RUL 5.4 Unqualified Touch Judges cannot indicate knock-ons and forward passes; have no jurisdiction over foul play; cannot enter the field of play, other than to judge goal kicks; are at all times subject to the authority of the referee who may overrule and may also dispense with their services if he/she considers they are acting in a partisan manner.</p>	<p>RUL 5.4 Unqualified Touch Judges cannot indicate knock-ons and forward passes; have no jurisdiction over foul play; cannot enter the field of play, other than to judge goal kicks; are at all times subject to the authority of the referee who may overrule and may also dispense with their services if they consider the individual is acting in a partisan manner.</p>	<p>Language used changed to be gender-neutral.</p>
Rugby League	RUL 6	<p>RUL 6 Match day operations</p> <p>RUL 6.1 Each team is responsible for the behaviour of its players, committee and spectators. Notices should be displayed warning everyone regarding the use of foul and abusive language and/or abusive behaviour. The warning notices should indicate that fines will be imposed.</p>	<p>RUL 6 Match Day operations</p> <p>RUL 6.1 Each team is responsible for the behaviour of its players, committee and spectators.</p> <p>RUL 6.2 Each team should appoint a Game Day Manager whose responsibility lies in the control and monitoring of spectators for the smooth running of the</p>	<p>RUL 6.1 amended to remove requirement for notices to be posted which display fines as this requirement has not been enforced and BUCS does not have a fixed penalty for such offences. Incidents of such behaviour would be dealt with under RFL and BUCS rules and regulations relating to conduct.</p> <p>RUL 6.2 terminology amended to match that used by RFL.</p> <p>RUL 6.3 added to confirm medical requirements for</p>

		<p>RUL 6.2 Each team should appoint a Touchline/Match Day Manager whose responsibility lies in the control and monitoring of spectators for the smooth running of the day and to ensure that Match Officials are escorted to and from their dressing rooms.</p>	<p>day and to ensure that Match Officials are escorted to and from their dressing rooms.</p> <p>RUL 6.3 Medical requirements As a minimum, the host institution/Playing Entity for each match must ensure that there are ample first aiders within a proximity of the pitch to provide immediate emergency care and any host venue should demonstrate a risk assessment and plan in the event each first aider at the venue is providing care (e.g. stopping matches from progressing until resource is available). It is recommended that a dedicated qualified first aider is pitchside for each match.</p>	<p>BUCS Rugby League following changes to the RFL's medical requirements in the Community Game Operational Rules which were made at the start of the 2019-20 season.</p>
Rugby League	RUL 9	<p>RUL 9 RFL Team sheets</p> <p>RUL 9.1 Official RFL team sheets must be completed correctly before the commencement of matches and shall be signed by a recognised official from each team and the Match Official.</p> <p>RUL 9.2 Completed team sheets should include the full forename and surname (no initials) in capital letters, of all participants and must be sent by the Match Official to the RFL Competitions Officer.</p> <p>RUL 9.3 It is the responsibility of the Match Official to ensure that the completed team sheet is submitted to the RFL Competitions Officer within 24 hours following the completion of the game.</p>	<p>RUL 9 RFL Team Sheets</p> <p>RUL 9.1 In addition to teams completing BUCS Team Sheets (as per REG 11.2), teams and referees are also responsible for completing RFL Team Sheets for each fixture.</p> <p>RUL 9.2 The first named (home) team shall be responsible for supplying a hard copy of the RFL Team Sheet for completion.</p> <p>RUL 9.3 Prior to the match commencing, the full names (first name and last name, no initials) of all players shall be recorded and the RFL Team Sheet shall be signed by a recognised official from each team and the referee.</p> <p>RUL 9.4 Immediately following the match, the referee and recognised team officials shall complete the rest of the RFL Team Sheet.</p>	<p>With recent changes to both RFL and BUCS processes/systems, teams and match officials have been failing to follow this regulation, with some believing that it was unnecessary following the introduction of team sheets on BUCS Play.</p> <p>However, RFL Team Sheets are currently still required as they capture details not yet recorded on BUCS Play which are required for the RFL to be able to deal with disciplinary matters. Therefore the regulation has been updated to provide clarity that RFL Team Sheets are an additional requirement to BUCS Team Sheets and to more clearly outline the responsibility of teams and the referee in the process of completing them.</p>

			<p>RUL 9.5 The referee shall be responsible for sending the completed RFL Team Sheet to the RFL Competition Officer within 24 hours of the completion of the match.</p>	
Rugby League	RUL 10 (FORMERLY RUL 10/RUL 11)	<p>RUL 10 Minimum number of players for a fixture to start The minimum number of players per team required for a fixture to start will be nine.</p> <p>RUL 11 Replacements In all Premier Tier/Championship fixtures the amount of replacements per team is four. In all Tier 1 and below league fixtures, Trophy and Conference Cup knockout competition fixtures, teams may use as many substitutes as they wish providing both teams are in agreement 24 hours in advance. If teams are in dispute, then they should revert to four substitutes. All substitutes are rolling, with an unlimited number of interchanges.</p>	<p>RUL 10 Team</p> <p>RUL 10.1 Each team shall have no more than 13 players on the field at any one time.</p> <p>RUL 10.2 The minimum number of players on the field a team shall be permitted to start a match with shall be nine. After a match has started, should a team have less than nine players currently participating in the match then, for safety reasons, the match shall be terminated. Current participants are players on the field and players who have been temporarily suspended (sin bin). Dismissed players are not deemed as current participants.</p> <p>RUL 10.3 A team may only nominate replacements if they will have 13 players starting on the field. A team with only 9-13 players shall not be permitted to nominate any replacements and all of their players must start on the field. Limits on the number of replacements that can be named are as follows:</p> <p>RUL 10.3.1 Premier Tier league matches and Championship knockout competition matches Each team may nominate up to a maximum of four replacements before the start of the match.</p> <p>RUL 10.3.2 Tier 1 and below league matches and Trophy/Conference Cup</p>	<p>Regulations updated to provide greater clarity on squad sizes/number of replacements permitted at different levels following reports of Premier Tier teams using more than 17 players in matches in 2018-19 and 2019-20.</p> <p>Player matching regulations added for Tier 2 and below leagues/Conference Cups in line with the Sport Review Cycle Two proposal for Rugby League to increase the likelihood of games going ahead.</p>

			<p>knockout competition matches Each team may nominate up to a maximum of four replacements before the start of the match. However, a team may nominate more replacements, up to a maximum of seven, if agreed with their opposition at least 24 hours in advance of the fixture start time. If there is no agreement, then they shall be limited to four replacements.</p> <p>RUL 10.4 All substitutions are rolling, with an unlimited number of interchanges.</p> <p>RUL 10.5 Each team is required to list all starting players and replacements (substitutes) on their BUCS Team Sheet (REG 10.2) and on the RFL Team Sheet (RUL 9) for the match.</p> <p>RUL 10.6 Player matching The following applies to Tier 2 and below league matches and Conference Cup knockout competition matches only:</p> <p>RUL 10.6.1 If a team informs their opposition via email, at least 24 hours in advance of the advertised kick-off time, that they will be fielding less than 13 players (but at least a minimum of nine in accordance with RUL 10.2) then their opposition shall be obliged to only field the same number of starting players, however they may still bring replacements as per</p> <p>RUL 10.3.2. The RFL Competitions Officer (competitions@rfl.uk.com) and BUCS (discipline@bucs.org.uk) should also be copied in to any such communications. Both teams must also inform the referee before the start of the match of the player matching arrangements.</p>	
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Rugby League	RUL 12.2.10 (FORMERLY RL 13.2.10)	<p>RUL 13.2.10 All RFL organised competition games, provided that they were arranged prior to the player's offence may be counted towards his list of suspended games.</p>	<p>RUL 12.2.10 All RFL organised competition games, provided that they were arranged prior to the player's offence may be counted towards their list of suspended games.</p>	Language used changed to be gender-neutral.
Rugby League	RUL 12.2.11 (FORMERLY 13.2.11)	<p>RUL 13.2.11 A suspended player is not permitted to play in any other game of rugby league until his suspension is served. Any player or team violating this rule will be fined not less than £100 and the offending player shall be suspended for a further six matches. In the event of a game having being won by a team fielding a player under suspension then the competition points gained shall be forfeited automatically. The Management Group, should it deem appropriate, reserves the right to apply other sanctions which may include a team's</p>	<p>RUL 12.2.11 A suspended player is not permitted to play in any other game of rugby league until their suspension is served. Any player or team violating this rule will be fined not less than £100 and the offending player shall be suspended for a further six matches. In the event of a game having been won by a team fielding a player under suspension then the competition points gained shall be forfeited automatically. The Management Group, should it deem appropriate, reserves the right to apply other sanctions which may include a team's suspension or expulsion from the competition.</p>	<p>Language used changed to be gender-neutral.</p> <p>Typo fixed.</p>

		suspension or expulsion from the competition.		
Rugby Union	ALL	ALL	Rugby Union regulations published in separate sets for each 'grouping' of tiers for each Championships (Men/Women's) that share the same regulations. As a result, all numbering changed.	Ease of reading.
Rugby Union	RUU 1.1 (FORMERLY RUU 1)	<p>RUU 1 There shall be separate Team Championships for Men and Women. The programme for each Championships shall include leagues and knockout competitions as per BUCS general regulations, Appendix 1 ('BUCS Competition Offer and Associated BUCS Points') and Appendix 10 ('BUCS Promotion, Relegation and Knockout Information').</p>	<p>RUU 1 General</p> <p>RUU 1.1 There shall be separate Team Championships for Men and Women. The programme for each Championships shall include leagues and knockout competitions as per BUCS general regulations, Appendix 1 ('BUCS Competition Offer and Associated BUCS Points') and Appendix 10 ('BUCS Promotion, Relegation and Knockout Information').</p> <p>RUU 1.1.1 In the Men's Team Championships, for tiers 4 and below, BUCS reserves the right to operate a maximum of four leagues per tier in a Conference (as opposed to the standard two) should entry levels permit. In such an instance, REG 8.3.1.2 is amended so that a Playing Entity will be permitted to have a maximum of three teams in the tier, regardless of playing conference.</p> <p>RUU 1.1.2 In the Men's Team Championships, on an annual basis - at the point of team entry - existing teams competing in tiers 4 and below (with the exception of those promoted to Tier 3), and any new teams, shall have the opportunity to request entry either at Tier 4, or below, for the following season. The final decision on league allocations shall sit with the BUCS Executive. This is in addition to teams having the ability to request</p>	Changes to be implemented as part of the Sport Review Cycle One proposal which was passed/approved but regulations not added at the time. RUU 1.1.1 wording aligned to existing BUCS Football regulation.

			adjusted league placement under REG 8.3.3.1/REG 8.3.8.6.	
Rugby Union	RUU 1.2 (NEW)	N/A	<p>RUU 1 General</p> <p>RUU 1.2 Affiliations All teams of English institutions/Playing Entities must belong to a club which holds membership of the Students' Rugby Football Union (SRFU) and Rugby Football Union (RFU) as per the requirements in the BUCS Sport Specific Affiliations Document by the deadline stated in the BUCS Sport Specific Affiliations Document. Failure to do so will lead to sanctions as outlined in the BUCS Sport Specific Affiliations Document and possibly further disciplinary action.</p>	Regulation required to reflect requirement in the Sport Specific Affiliations document.
Rugby Union	RUU 1.3/RUU 1.8 (FORMERLY RUU 10)	<p>RUU 10 League points</p> <p>RUU 10.1 Four points will be awarded for a win, two points for a draw and no points for a loss. Separate bonus points will be awarded for teams for either; scoring four or more tries in a match, or losing by seven points or less.</p> <p>RUU 10.1.1 Scorecards It is the responsibility of the first named (home) team for each match to complete a BUCS Rugby Union Scorecard in full, ensure it is signed by both captains and the referee, and submit it to their Athletic Union (or equivalent) for retention until the end of the season. Both teams must agree the score and method of scoring (i.e. number of tries, conversions, penalties and drop goals) so that the correct points will be awarded</p>	<p>RUU 1 General</p> <p>RUU 1.3 League points</p> <p>RUU 1.3.1 Four points will be awarded for a win, two points for a draw and no points for a loss.</p> <p>RUU 1.3.2 A bonus point will be awarded to a team:</p> <ul style="list-style-type: none"> - On each occasion it scores four or more tries in a match - On each occasion it loses a match by seven points or less <p>RUU 1.3.3 Where a walkover has been awarded/conceded (REG 13), five points shall be given to the non-offending team and five points deducted from the offending team.</p> <p>RUU 1.3.4 No points will be awarded to either team in the case of a void fixture.</p> <p>RUU 1.8 Scorecards It is the responsibility of the first named (home) team for each match to complete a BUCS</p>	Separation of two related, but separate, matters to make the scorecard requirement more obvious.

		<p>when the result is entered on BUCS Play.</p> <p>RUU 10.2 Where a walkover has been awarded/conceded (REG 13), five points shall be given to the non-offending team and five points deducted from the offending team.</p> <p>RUU 10.3 No points will be awarded to either team in the case of a void fixture.</p>	<p>Rugby Union Scorecard in full, ensure it is signed by both captains and the referee, and submit it to their Athletic Union (or equivalent) for retention until the end of the season. Both teams must agree the score and method of scoring (i.e. number of tries, conversions, penalties and drop goals) so that the correct points will be awarded when the result is entered on BUCS Play.</p>	
Rugby Union	RUU 1.6 (NEW)	N/A	<p>RUU 1 General</p> <p>RUU 1.6 Unless specified otherwise, the World Rugby Laws of the Game followed shall be the standard laws and not the under-19 variations.</p>	<p>For clarity that the full/standard WR Laws shall apply except where specifically stated otherwise (e.g. for u19 scrums)</p>
Rugby Union	RUU 1.7 (FORMERLY RUU 11.1)	<p>RUU 11 Additional Women’s Rugby Union specific variations</p> <p>RUU 11.1 Players must meet the minimum age requirement set out by their institution/Playing Entity’s Home Nation for playing senior rugby, in addition to meeting the minimum age for BUCS competitions outlined in REG 4.1. These are:</p> <ul style="list-style-type: none"> - England: Players must be 18 years of age. - Scotland: Players must be 17 years of age*. - Wales: Players must be 18 years of age. <p>*All 17 year old female players wishing to play BUCS Rugby Union must get written permission from</p>	<p>RUU 1 General</p> <p>RUU 1.7 Players must meet the minimum age requirement set out by their institution/Playing Entity’s Home Nation for playing senior rugby, in addition to meeting the minimum age for BUCS competitions outlined in REG 4.1. These are:</p> <ul style="list-style-type: none"> - England: Players must be 18 years of age. - Scotland: Players must be 17 years of age*. - Wales: Players must be 18 years of age. <p>*All 17 year old players wishing to play BUCS Rugby Union must get written permission from the Scottish Rugby Union (SRU) to participate in BUCS competitions; this is to guarantee all parties are insured. No player should train or play without this consent.</p>	<p>Moved from sitting under “Additional Women’s Rugby Union specific variations” to general section as is applicable to all BUCS Rugby Union.</p> <p>Amended to clarify that applies to males and females and that only relevant NGB is the Scottish Rugby Union (SRU). (https://www.scottishrugby.org/rules-and-regulations/player-welfare/age-banding)</p>

		their NGB to participate in BUCS competitions; this is to guarantee all parties are insured. No player should train or play without this consent.		
Rugby Union	RUU 2.2.2 (NEW)	N/A	<p>RUU 2 BUCS Super Rugby (Men's National league and National Championship knockout competition)</p> <p>RUU 2.2.2 Final round of league fixtures</p> <p>RUU 2.2.2.1 The date and time of fixtures in the final round of league competition shall be set by the BUCS Executive in advance of the season commencing and cannot be changed without approval from the BUCS Executive. It is the responsibility of institutions/Playing Entities to ensure an appropriate weather-proof facility is arranged for this match to take place.</p> <p>RUU 2.2.2.2 No other league fixtures may be scheduled to take place on or after the date of the final round of league competition as set by the BUCS Executive, and in accordance with Appendix 2 ('BUCS Leagues and Knockouts – Dates and Deadlines').</p>	Regulation provides BUCS Super Rugby with a sense of 'professionalism', removing any perceived advantage gained by teams that may play their final league fixture at a later time and/or date. Proposal approved by both LMC and SAG.
Rugby Union	RUU 2.2.3 (FORMERLY REG 9.2.2.1)	<p>REG 9.2.2 Knockout competition matches All knockout competition matches must take place on the date as set by BUCS. Unless REG 14 applies, only in exceptional circumstances and with written agreement of both institutions and written approval from the BUCS Executive may knockout competition matches take place on an alternative date. Once agreed and</p>	<p>RUU 2 BUCS Super Rugby (Men's National league and National Championship knockout competition)</p> <p>RUU 2.2.3 The BUCS Executive can change the date of a fixture, should the need arise, in order to fulfil media requirements in the Men's Rugby Union National Championship knockout competition.</p>	Moved to sit with our regulations relating to fixture administration for BUCS Super Rugby (Men's National league and National Championship)

		<p>approved, BUCS Play must be updated immediately.</p> <p>REG 9.2.2.1 The BUCS Executive can change the date of a fixture, should the need arise, in order to fulfil media requirements in the Men's Rugby Union Championship.</p>		
Rugby Union	RUU 2.4.2 (FORMERLY RUU 12.3.2)	<p>RUU 12 Additional BUCS Super Rugby and Men's Championship specific variations</p> <p>RUU 12.3.2 International commitment exemptions On league weeks when players are not released for BUCS selection due to their international commitments (training or competition), 2nd Team players are able to move up to the 1st Team to cover the absence without it counting towards their 'normality' tally (as per RUU 12.3.1) under the following conditions:</p> <p>RUU 12.3.2.1 The names of the 1st Team player(s) unavailable due to international commitments (training or competition), evidence of their selection, and the name(s) of the 2nd Team players 'playing up' as cover must be emailed to BUCS prior to the start of the relevant fixture to be eligible for normality exemption.</p> <p>RUU 12.3.2.2 Failure to meet the requirements of RUU 12.3.2.1 in advance will mean that the fixture</p>	<p>RUU 2 BUCS Super Rugby (Men's National league and National Championship knockout competition)</p> <p>RUU 2.4.2 International commitment exemptions On league weeks when players are not released for BUCS selection due to their international commitments (training or competition), 2nd Team players are able to move up to the 1st Team to cover the absence without it counting towards their 'normality' tally (as per reg 11.1.3/RUU 2.4.1) under the following conditions:</p> <p>RUU 2.4.2.1 The names of the 1st Team player(s) unavailable due to international commitments (training or competition), evidence of their selection, and the name(s) of the 2nd Team players 'playing up' as cover must be submitted via email to discipline@bucs.org.uk prior to the start of the relevant fixture to be eligible for normality exemption.</p> <p>RUU 2.4.2.2 Failure to meet the requirements of RUU 2.4.2.1 in advance will mean that the fixture will count towards 'normality' for the 2nd Team player(s) 'playing up'.</p> <p>RUU 2.4.2.3 This is in addition to, and does not supersede any other elements of, BUCS REG 11.1.</p>	<p>For clarity as to which BUCS account the emails should be sent. discipline@bucs.org.uk chosen to be consistent with Hockey.</p>

		<p>will count towards 'normality' for the 2nd Team player(s) 'playing up'.</p> <p>RUU 12.3.2.3 This is in addition to, and does not supersede any other elements of, BUCS REG 11.1.</p>		
Rugby Union	<p>RUU 2.6.1/RUU 3.5.1/RUU 4.5.1/RUU 5.5.1/RUU 6.5.1/RUU 7.5.1/RUU 8.5.1/RUU 9.5.1/RUU 10.5.1 (FORMERLY RUU 8.1)</p>	<p>RUU 8.1 Front row players AND replacements must be identified to the referee before each match and denoted on all team sheets by writing '(FR)' next to each player's name.</p>	<p>RUU 2.6.1/RUU 3.5.1/RUU 4.5.1/RUU 5.5.1/RUU 6.5.1/RUU 7.5.1/RUU 8.5.1/RUU 9.5.1/RUU 10.5.1</p> <p>For all matches, all starting front row players AND replacements must be ticked as Front Row on the BUCS Play scorecard (or if hard copy team sheets are being used denoted by having '(FR)' written next to their names) as part of the team sheet completion and verification processes of REG 11.2. They must also be identified to the referee before that start of play.</p>	<p>To reflect team sheets now being done on BUCS Play.</p>
Rugby Union	<p>RUU 2.7/RUU 3.6/RUU 7.6/RUU 8.6 (FORMERLY RUU 14)</p>	<p>RUU 14 Additional BUCS Super Rugby playoffs specific requirements</p> <p>RUU 14.1 The home team for each of the BUCS Super Rugby playoff matches will be determined by coin toss, undertaken by the BUCS Executive. Institutions/Playing Entities are encouraged to use neutral venues, but this is not mandatory.</p> <p>RUU 14.2 In order to be eligible to compete in the final playoff match (Bottom side in BUCS Super Rugby v Winner of North 1/South 1 playoff match), players must</p>	<p>RUU 2.7/RUU 3.6 BUCS Super Rugby playoffs</p> <p>RUU 2.7.1/RUU 3.6.1 The home team for each of the BUCS Super Rugby playoff matches will be determined by coin toss, undertaken by the BUCS Executive. Institutions/Playing Entities are encouraged to use neutral venues, but this is not mandatory.</p> <p>RUU 2.7.2/RUU 3.6.2 In order to be eligible to compete in each of the BUCS Super Rugby playoff matches players must have been named in at least 33% of league fixtures for the team they wish to represent. The exemptions to this being:</p> <ul style="list-style-type: none"> - Evidenced medical dispensation. - A player that has established normality in a lower team, and hence would be eligible 	<p>Intention was to apply for Women's Rugby Union National League also upon its inception but this was not clear in the 2019-20 regulations so this has been rectified.</p> <p>Also amended to make this regulation apply to both playoff matches, not just the bottom of National v Winner of North/South playoff match as the logic for having this rule, which applies to both teams, for the second playoff match also could/should apply for the first playoff match. (I.e. To stop a team drafting in Academy players etc. for either fixture just to secure league place at this point in the season when they haven't contributed throughout the season)</p>

		<p>have been named in 33% of league fixtures for the team they wish to represent. The exemptions to this being:</p> <ul style="list-style-type: none"> - Evidenced medical dispensation. - A player that has established normality in a lower team, and hence would be eligible to be called up. 	<p>to be called up.</p> <p>RUU 7.6/RUU 8.6 Women's National League playoffs</p> <p>RUU 7.6.1/RUU 8.6.2 The home team for each of the National League playoff matches will be determined by coin toss, undertaken by the BUCS Executive. Institutions/Playing Entities are encouraged to use neutral venues, but this is not mandatory.</p> <p>RUU 7.6.2/RUU 8.6.2 In order to be eligible to compete in each of the National League playoff matches players must have been named in at least 33% of league fixtures for the team they wish to represent. The exemptions to this being:</p> <ul style="list-style-type: none"> - Evidenced medical dispensation. - A player that has established normality in a lower team, and hence would be eligible to be called up. 	
Rugby Union	RUU 6.5.2 - RUU 6.5.3 (FORMERLY RUU 8.7.1 - RUU 8.7.3)	<p>RUU 8.7 Men's Tier 5 and below league matches and Conference Cup/Plate/Bowl knockout competition matches featuring at least one team from Tier 5 or below (with the exception of Conference Cup matches from the round of 16 onwards)</p> <p>RUU 8.7.1 A maximum of seven replacements per team may be named and used. Rolling substitutions are used in these competitions, with unlimited interchanges allowed per match. Teams are permitted to field up to a full squad of 22 players without</p>	<p>RUU 6 Men's Tier 5 and below leagues and Conference Shield knockout competition specific regulations</p> <p>RUU 6.5 Replacements, front row requirements, scrummage and player matching</p> <p>RUU 6.5.2 A maximum of seven replacements per team may be named and used. Rolling substitutions are used in these competitions, with unlimited interchanges allowed per match. Teams are permitted to field up to a full squad of 22 players without a qualified front row and in the event of a team being unable to field a suitably trained front row at the start of a match resulting in uncontested scrums</p>	<p>Regulation previously only applied to Women's Tier 2 and below/Conference Cup but now also to apply to</p> <p>There is no longer automatic promotion/relegation between tiers 4 and 5, as a result of the Sport Review Cycle One proposal for Men's Rugby Union, with teams at these levels, and new teams, instead requesting entry into the appropriate level on an annual basis as per the new RUU 1.1.2. Promotion/relegation does take place between Tier 5 and any lower tiers, however as not having a qualified front row (thus causing uncontested scrums from the start of a match) is permitted in each of these tiers, it is not appropriate to penalise teams that do not. Therefore the penalty for not having a qualified front row (and causing uncontested scrums from the start of a match) is redundant and has been removed.</p>

		<p>a qualified front row. However, the below penalties of RUU 8.7.3 will apply.</p> <p>RUU 8.7.2 Priority must be given to the highest placed team from an institution/Playing Entity downwards. Therefore, a higher placed team may not start a match with uncontested scrums whilst any lower teams are starting matches on the same day with contested scrums.</p> <p>RUU 8.7.3 In the event of a team being unable to field a suitably trained front row at the start of a match resulting in uncontested scrums being played, the result shall stand. However, teams that play 50% of matches or more with uncontested scrums will not be eligible for promotion. As per RUU 8.2 all front row players should be indicated on team sheets. Teams will be required to validate their eligibility for promotion by submitting their team sheets to the BUCS Executive at the end of the season. Non-offending teams should report the offending team using the form found in the BUCS website Rugby Union pages.</p>	<p>being played, the result shall stand.</p> <p>RUU 6.5.3 Priority must be given to the highest ranked team from an institution/Playing Entity downwards. Therefore, a higher ranked team may not start a match with uncontested scrums whilst any lower teams are starting matches on the same day with contested scrums.</p>	
Rugby Union	RUU 6.5.7/RUU 10.5.8 (FORMERLY RUU 8.11.6)	<p>RUU 8.11 Women's Tier 2 and below league matches and Conference Cup knockout competition matches</p> <p>RUU 8.11.6 Player matching</p> <p>RUU 8.11.6.1 A team requiring the player matching to be applied</p>	<p>RUU 6.5.7/RUU 10.5.8 Player matching (To be applicable to Women's Tier 2 and below league matches and Conference Cup knockout competition matches and Men's Tier 5 and below league matches and Conference Bowl knockout competition matches)</p>	<p>Updated proposed change from previous version circulated in July 2020</p> <p>Regulation updated to provide more clarity on when and how player matching can be applied.</p> <p>Clarification added that a team bringing 15 or less players and requesting player matching can not</p>

		<p>must inform their opposition in writing, 24 hours in advance of the advertised kick-off time, irrespective of whether they are the home or away team. Both teams must also inform the referee before the start of the match. If 24 hours' notice is not given, then the non-offending team are not required to match numbers unless the referee deems this unsafe. In this instance the non-offending team should match numbers, complete a 'Playing Under Protest' form, and refer the matter to the BUCS Executive.</p> <p>RUU 8.11.6.2 If one team requests to player match during the game due to an injury, then they will not be permitted to simply add the player back in once treatment has concluded. If they wish to return to the previous playing number, then they must obtain the express consent of the opposing team. This should be done at the time of the injury.</p> <p>RUU 8.11.6.3 Between 15 and 12-a-side, all matches must be played with equal numbers on each team on the field.</p> <p>RUU 8.11.6.4 Player matching will not be enforced below 12 players therefore matches can be played with 12 v 11, 12 v 10 or 11 v 10 players. For matches played between 12 and 10-a-side, the length of the match will be reduced to 60 minutes.</p>	<p>RUU 6.5.7.1/RUU 10.5.8.1 If a team informs their opposition in writing, at least 24 hours in advance of the advertised kick-off time, that they will be fielding less than 15 players (but at least a minimum of ten in accordance with RUU 6.5/RUU 10.4) then their opposition shall be obliged to only field the same number of starting players, however they may still bring as many replacements as they wish up to a maximum squad size of 22. The team requiring player matching shall not be permitted to have any replacements - all players must start. Both teams must also inform the referee before the start of the match of the player matching arrangements.</p> <p>RUU 6.5.7.2/RUU 10.5.8.2 Where at least 24 hours' notice in advance of the advertised kick-off time is not given, if a team is fielding less than 15 players (but at least a minimum of ten in accordance with RUU 6.4/RUU 10.4), then their opposition is not obliged to only field the same number of starting players, but they may still agree to do so, and this is encouraged. In this circumstance, the opposition team may name those players who will no longer be starting as additional replacements up to a maximum squad size of 22. The team requiring player matching shall not be permitted to have any replacements - all players must start. Both teams must also inform the referee before the start of the match of the player matching arrangements.</p> <p>RUU 6.5.7.3/RUU 10.5.8.3 Once a match has begun, should the number of players a team can field be reduced, their</p>	<p>name any replacements.</p> <p>Player matching will not be enforced when a team's playing numbers reduce after a match has begun, even if notification of a need to start with reduced numbers was given, however teams can agree to do so, and are encouraged to do so. Additionally, referees are no longer in a position to have to make a judgement call specifically on if player matching should apply, only if a match should stop when a team goes below 10 players.</p> <p>Regulation previously only applied to Women's Tier 2 and below/Conference Cup but now also to apply to Men's Tier 5 and below/Conference Bowl following changes to the programme as a result of the Sport Review Cycle One proposal for Men's Rugby Union to increase the likelihood of games going ahead and a more positive student-athlete experience..</p>
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Rugby Union	RUU 6.6/ RUU 10.6 (NEW)	N/A	<p>RUU 6.6/RUU 10.6 Game On Principles (To be applicable to Women's Tier 2 and below league matches and Conference Cup knockout competition matches and Men's Tier 5 and below league matches and Conference Bowl knockout competition matches) The following 'Game On Principles' may be applied, subject to the agreement of both teams and notification to the referee prior to kick-off:</p> <p>RUU 6.6.1/RUU 10.6.1 Duration of play A match can be a minimum of 40 minutes in duration.</p> <p>RUU 6.6.2/RUU 10.6.2 Half Game rule Teams are encouraged to apply the half game rule to ensure each player in every match day squad plays at least half of the match.</p> <p>RUU 6.6.3/RUU 10.6.3 Line outs Team may agree not to contest or lift in the line out.</p>	<p>Introduction of 'Game On' principles similar to those utilised by RFU/WRU which can be used to increase the likelihood of games going ahead and a more positive student-athlete experience at the lower levels. Created as a result of the review of regulations as part of the Sport Review Cycle One proposal for Men's Rugby Union to increase the likelihood of games going ahead and a more positive student-athlete experience.</p> <p>Other measures such as Rolling Substitutions, Player Matching and Uncontested Scrums are covered under separate/existing regulations.</p>

Rugby Union	RUU 8.5.3 (FORMERLY RUU 8.9.2)	<p>RUU 8.9 Women's North/South league matches and Vase knockout competition matches</p> <p>RUU 8.9.2 Teams unable to start the match with at least three suitably trained front row players may play with uncontested scrums without forfeit. For this to be the case, the team without a front row must inform their opposition that they are unable to provide a front row 24 hours in advance of the advertised kick-off time. However, teams that play more than three matches with uncontested scrums will be deducted three league points and face possible further disciplinary action. Non-offending teams should report the offending team using the form found in the BUCS website Rugby Union pages. Failure to provide 24 hours' notice will entitle the non-offending team to claim a walkover. Should 24 hours' notice not be given and the non-offending team agrees to play with uncontested scrums then they are not entitled to claim a walkover retrospectively.</p>	<p>RUU 8 Women's North/South leagues and National Vase knockout competition specific regulations</p> <p>RUU 8.5 Replacements, front row requirements and scrummage</p> <p>RUU 8.5.3 Teams unable to start the match with at least three suitably trained front row players may play with uncontested scrums without forfeit. For this to be the case, the team without a front row must inform their opposition that they are unable to provide a front row 24 hours in advance of the advertised kick-off time. However, teams that play more than three matches with uncontested scrums will be deducted three league points and face possible further disciplinary action. As per RUU 8.5.1 all front row players should be indicated on team sheets. Non-offending teams should report offending teams here. Failure to provide 24 hours' notice will entitle the non-offending team to claim a walkover. Should 24 hours' notice not be given and the non-offending team agrees to play with uncontested scrums then they are not entitled to claim a walkover retrospectively.</p>	New form required as a result of changes to the BUCS website.
Rugby Union	RUU 9.5.3 (FORMERLY RUU 8.10.2)	<p>RUU 8.10 Women's Tier 1 league matches and Trophy knockout competition matches</p> <p>RUU 8.10.2 Teams unable to start the match with at least three suitably trained front row players may play with uncontested scrums</p>	<p>RUU 9 Women's Tier 1 leagues and National Trophy knockout competition specific regulations</p> <p>RUU 9.5 Replacements, front row requirements and scrummage</p> <p>RUU 9.5.3 Teams unable to start the</p>	New form required as a result of changes to the BUCS website.

		<p>without forfeit. For this to be the case, the team without a front row must inform their opposition that they are unable to provide a front row 24 hours in advance of the advertised kick-off time. However, teams that play 50% of matches or more with uncontested scrums will not be eligible for promotion.</p> <p>As per RUU 8.2 all front row players should be indicated on team sheets. Teams will be required to validate their eligibility for promotion by submitting their team sheets to the BUCS Executive at the end of the season. Non-offending teams should report the offending team using the form found in the BUCS website Rugby Union pages. Failure to provide 24 hours' notice will entitle the non-offending team to claim a walkover. Should 24 hours' notice not be given and the non-offending team agrees to play with uncontested scrums then they are not entitled to claim a walkover retrospectively.</p>	<p>match with at least three suitably trained front row players may play with uncontested scrums without forfeit. For this to be the case, the team without a front row must inform their opposition that they are unable to provide a front row 24 hours in advance of the advertised kick-off time. However, teams that play 50% of matches or more with uncontested scrums will not be eligible for promotion. As per RUU 9.5.1 all front row players should be indicated on team sheets. Teams will be required to validate their eligibility for promotion by submitting their team sheets to the BUCS Executive at the end of the season. Non-offending teams should report offending teams here. Failure to provide 24 hours' notice will entitle the non-offending team to claim a walkover. Should 24 hours' notice not be given and the non-offending team agrees to play with uncontested scrums then they are not entitled to claim a walkover retrospectively.</p>	
Rugby Union	RUU 9.5.5 (FORMERLY RUU 8.10.4)	<p>RUU 8.10 Women's Tier 1 league matches and Trophy knockout competition matches</p> <p>RUU 8.10.4 All matches will be played according to World Rugby U19 scrummage regulations.</p>	<p>RUU 9 Women's Tier 1 leagues and National Trophy knockout competition specific regulations</p> <p>RUU 9.5 Replacements, front row requirements and scrummage</p> <p>RUU 9.5.5 All matches will be played according to the under-19 variations of the World Rugby Scrum Laws.</p> <p>RUU 9.5.5.1 Teams can opt to play their</p>	<p>If any Tier 1 teams aim to be promoted to Premier Tier they will have to be able to play to full World Rugby scrummage regulations for the playoffs, so is reasonable to make this an option for them to agree to play to full World Rugby scrummage regulations during the season if they and their opposition agree, but not for it to be enforced that the full World Rugby scrummage regulations are the standard when in BUCS Women's Rugby Union Tier 1 can involve new and/or relatively inexperienced players.</p>

			<p>matches using the standard World Rugby Scrum Laws. This must be agreed in writing and signed by each team's captain and the match referee. There will be no option to submit a 'Playing Under Protest' form, and the result will stand.</p>	
Rugby Union	RUU 10.5.4 (FORMERLY RUU 8.11.3)	<p>RUU 8.11 Women's Tier 2 and below league matches and Conference Cup knockout competition matches</p> <p>RUU 8.11.3 In the event of a team being unable to field a suitably trained front row at the start of a match resulting in uncontested scrums being played, the result shall stand. However, teams that play 50% of matches or more with uncontested scrums will not be eligible for promotion. As per RUU 8.2 all front row players should be indicated on team sheets. Teams will be required to validate their eligibility for promotion by submitting their team sheets to the BUCS Executive at the end of the season. Non-offending teams should report the offending team using the form found in the BUCS website Rugby Union pages.</p>	<p>RUU 10 Women's Tier 2 and below leagues and Conference Cup knockout competition specific regulations</p> <p>RUU 10.5 Replacements, front row requirements, scrummage and player matching</p> <p>RUU 10.5.4 In the event of a team being unable to field a suitably trained front row at the start of a match resulting in uncontested scrums being played, the result shall stand. However, teams that play 50% of matches or more with uncontested scrums will not be eligible for promotion. As per RUU 10.5.1 all front row players should be indicated on team sheets. Teams will be required to validate their eligibility for promotion by submitting their team sheets to the BUCS Executive at the end of the season. Non-offending teams should report offending teams here.</p>	<p>New form required as a result of changes to the BUCS website.</p>
Squash	SQU 6	<p>SQU 6 Fixture administration and arrangements</p> <p>SQU 6.1 Court bookings Failure to book the minimum prescribed time below will result in the home team forfeiting any rubbers not completed should the match not</p>	<p>SQU 6 Fixture administration and arrangements</p> <p>SQU 6.1 Court bookings Failure to book the minimum prescribed time below will result in the home team forfeiting any rubbers not completed should the match not be completed:</p>	<p>Total court booking time for matches involving 3 players reduced from 3 hours (which was the same in total as for 4 players) to 2.5 hours. Also corrected that the larger portion of this should be on the second court which will have two matches on as per the order of play.</p>

		<p>be completed:</p> <p>First Court: 5 players = 2 hours, 4 players = 1.5 hours, 3 players = 2 hours</p> <p>Second Court: 5 players = 2.5 hours, 4 players = 1.5 hours, 3 players = 1 hour</p> <p>SQU 6.2 Order of play The order of play for all matches shall be as follows:</p> <p>First Court: 5 players = String 5 then 4, 4 players = 4 then 2, 3 players = 3</p> <p>Second Court: 5 players = 3 then 1 then 2, 4 players = 1 then 3, 3 players = 1 then 2</p>	<p>First Court: 5 players = 2 hours, 4 players = 1.5 hours, 3 players = 1 hour</p> <p>Second Court: 5 players = 2.5 hours, 4 players = 1.5 hours, 3 players = 1.5 hours</p> <p>SQU 6.2 Order of play The order of play for all matches shall be as follows:</p> <p>First Court: 5 players = String 5 then 4, 4 players = 4 then 2, 3 players = 3</p> <p>Second Court: 5 players = 3 then 1 then 2, 4 players = 1 then 3, 3 players = 1 then 2</p>	
Squash	SQU 7.1 - SQU 7.5 (FORMERLY REG 11.1)	<p>REG 11.1 Team selection As published, but with some elements superseded by SQU 7 'Team selection and ranking lists'.</p>	<p>SQU 7 Team selection This regulation supersedes REG 11.1.</p> <p>SQU 7.1 All individuals in a team must be from the same Playing Entity and meet the individual eligibility requirements of REG 4.</p> <p>SQU 7.2 In order to be selected in a team, all individuals must be registered on BUCS Play as a participant.</p> <p>SQU 7.3 Where a Playing Entity has more than one team in a Championships (Men's/Women's), and more than one fixture scheduled across these teams on a given day, priority must be given to the highest ranked team and then in descending order through their teams should the Playing Entity be unable to fulfil all scheduled fixtures. For example, a</p>	<p>Given that some aspects of SQU 7 'Team selection and ranking lists' already superseded aspects of REG 11.1 'Team selection', replicating those that are still relevant in SQU 7 - alongside some of the other updates - helps make it clearer what regulations do apply and saves the reader having to go back and forth between multiple sets of regulations to understand team selection.</p>

			<p>Playing Entity may NOT concede a walkover at second team level, while continuing to field a lower ranked team on the same day. Matches played in contravention of this regulation will be awarded as a walkover to the opposition, or in certain circumstances, be voided.</p> <p>SQU 7.3.1 For possible exceptions due to 'Ring Fencing' of teams, refer to SQU 7.5.</p> <p>SQU 7.3.2 Involuntary walkovers may be granted in exceptional circumstances if applied for in accordance with walkover regulations in REG 13 meaning that SQU 7.3 would be suspended in some instances. Application to suspend SQU 7.3 must be made to the BUCS Executive in advance of affected fixtures.</p> <p>SQU 7.4 Individuals may not be selected (listed on a team sheet) for different teams on the same day.</p> <p>SQU 7.5 Ring Fenced teams Ring Fenced teams will be denoted by their specific group being named in brackets, e.g. (Medics). Information on how to apply for Ring Fencing can be found in REG 2.6.7. Ring Fencing of teams allows for a variation to the standard team selection regulations by allowing a Playing Entity to identify separate groupings of student-athletes such as 'Medics' and as a result have separate groupings to which the team selection regulations shall apply. The below is an illustration of how team selection/student-athlete movement operates when a Playing Entity has Ring Fenced teams.</p>	
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<p>Squash</p>	<p>SQU 7.6 (FORMERLY SQU 7.2)</p>	<p>SQU 7 Team selection and ranking lists</p> <p>SQU 7.2 Ranking lists This regulation supersedes REG 11.1.3 and REG 11.1.6.</p> <p>SQU 7.2.1 Ranking lists must be completed on BUCS Play prior to the start of each season. These lists must be completed no later than the deadline in the BUCS Sport Specific Affiliations Document. Failure to submit this information will result in sanctions being imposed as outlined in the BUCS Sport Specific Affiliations Document and the possibility of further disciplinary action. This ranking information will be available here for ease of reference.</p> <p>SQU 7.2.1.1 Ranking lists will be locked until the opening of the re-ranking windows, and cannot be changed outside the set re-ranking windows under any circumstances. Re-rankings only come into effect at the end of the re-ranking windows. The dates for the re-ranking windows will be displayed in the BUCS Sport Specific Affiliations Document.</p> <p>SQU 7.2.1.2 Institutions/Playing Entities may request to add a player to the bottom of their ranking list when the re-ranking windows are not open. Requests must be submitted and approved by the BUCS Executive in advance</p>	<p>SQU 7 Team selection This regulation supersedes REG 11.1.</p> <p>SQU 7.6 Ranking lists</p> <p>SQU 7.6.1 There shall be separate ranking lists for the Men's and Women's Championships. The ranking lists will be available here for ease of reference.</p> <p>SQU 7.6.2 Prior to the start of the season, each Playing Entity must submit a ranked list of all the players they expect to use across their teams. These lists must be submitted no later than the deadline in the BUCS Sport Specific Affiliations Document and must feature enough individuals to field the number of teams entered. Failure to submit this information will result in sanctions being imposed as outlined in the BUCS Sport Specific Affiliations Document.</p> <p>SQU 7.6.3 Following the initial ranking deadline passing, ranking lists will be locked and cannot be changed except in the following circumstances:</p> <p>SQU 7.6.3.1 There shall be two re-ranking windows, during which Playing Entities can change the ranked order of existing players on their ranking list and/or remove players from their ranking list. The dates for the re-ranking windows will be displayed in the BUCS Sport Specific Affiliations Document. Changes to ranking lists made during a re-ranking window will only come into effect at the end of the window.</p> <p>SQU 7.6.3.2 Playing Entities may request to add players to their ranking list at any time during the season. Requests must be submitted to, and approved by, the BUCS Executive in advance of the player(s) competing in any fixtures.</p>	<p>Under the old regulations: Playing Entities were not allowed to add to their ranking list/utilise better players who appear between ranking windows (or after the January re-ranking window at all).</p> <p>BUCS only allowed players to be added to the bottom of a ranking list between ranking windows (SQU 7.2.1) and only if they are appropriate to be there, e.g. Lower ability than all those already on the list, given that SQU 7.2.4 required players to be ranked in ability order. Whilst the intention was that SQU 7.2.1 would help with fulfilment of fixtures, it only helped if Playing Entities were able to find individuals who were not as good as those already on their list, regardless of if those already on the list were still engaged in the club/able to play.</p> <p>If a Playing Entity were to add any players who were better than those already ranked, then they would be in breach of the requirement of SQU 7.2.4 that players are to be ranked in ability order, but even if they did these players would only be able to play below anyone ranked above them as SQU 7.2.2 required that players must play in rank order and SQU 7.2.3 required that teams for a fixture day must be selected in rank order.</p> <p>The old regulations therefore resulted in some players missing out on playing opportunities if they only joined a club outside of the ranking windows. (This is not the case for sports which do not have ranking lists, where individuals can join a team at any point during the season - with an exception in Rugby Union for some playoffs). They could also lead to Playing Entities listing players (either during the initial ranking window, or a re-ranking window) who are not at that point likely to play (for example they have a long-term injury or are known to the club but not starting their course for a few weeks) - this could</p>
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		<p>of the player competing in any fixtures. This is to encourage the fulfilment of fixtures and must not be manipulated. Teams found to be attempting to manipulate the rankings using this regulation will face disciplinary action under REG 5.</p> <p>SQU 7.2.2 Players must play in rank order in all matches.</p> <p>SQU 7.2.3 Teams for a fixture day must be selected in rank order, in all league, knockout and playoff competitions, and teams must be selected as if all teams were playing that day. This applies across all teams, e.g. A player ranked number 8 cannot play in the 1st team if the player ranked number 7 is playing for a lower team's match that day, or, a player ranked number 1 should not play for the 2nd team because the 1st team do not have a match that day.</p> <p>SQU 7.2.4 The order on the ranking list shall be determined by each institution/Playing Entity with the best player ranked as 1 and the second best as 2 and so on. The order is at the discretion of each institution/Playing Entity. It does not need to be in accordance with any external ratings/ranking systems but institutions/Playing Entities ranking players out of ratings order may be requested to justify their ranking lists to the BUCS Executive. Failure to justify</p>	<p>SQU 7.6.3.3 If a player is listed in the top five rankings and has not played any matches prior to the January re-ranking window, then that team is required to resubmit their rankings during this window, removing any such 'top five' players from the ranking list. An exception will be made at the discretion of the BUCS Executive on a case-by-case basis if sufficient proof can be provided to explain the above scenario (e.g. medical note).</p> <p>SQU 7.6.4 The order on their ranking list shall be determined by each Playing Entity with their best player ranked as 1 and the second best as 2 and so on. The order is at the discretion of each Playing Entity. It does not need to be in accordance with any external ratings/ranking systems, but Playing Entities ranking players out of ratings order may be requested to justify their ranking lists to the BUCS Executive. Failure to justify the rank order or Playing Entities deliberately ranking out of order will be referred to the BUCS Executive for disciplinary action.</p> <p>SQU 7.6.5 Teams for a fixture day (across all leagues, knockout competitions and/or playoffs) must be selected in rank order and teams must be selected as if all teams were playing that day. This applies across all teams, e.g. A player ranked number 8 cannot play in the 1st team if the player ranked number 7 is playing for a lower team's match that day, or a player ranked number 1 should not play for the 2nd team because the 1st team do not have a match that day.</p> <p>SQU 7.6.6 Individuals within a team must play in rank order in all matches.</p>	<p>lead to potential issues such as a player that should be ranked in the top three and only able to play for the 1st team being ranked lower during that time and so also able to play for the 2nd team.</p> <p>Under the new regulations: Playing Entities will be allowed to add in extra players between ranking windows at the place appropriate based on their ability.</p> <p>This will mean that players who join a club outside of the ranking windows can be included at any point in the season. This will also mean that Playing Entities should not be faced with considering listing individuals on a ranking list before they are reasonably likely to play, for example if they have an existing injury that means they are unlikely to play for a number of weeks or if they are known to be joining the club/starting a course between ranking windows.</p> <p>There will be no requirement for Playing Entities to have to justify such additions between ranking windows, but they should be aware that they could face disciplinary action under REG 5 if they are suspected to be manipulating the ranking list.</p> <p>It will still only be possible for Playing Entities to remove players during re-ranking windows to ensure against individuals being added and removed multiple times to affect rankings on a regular basis. SQU 7.6.3.3 (formerly SQU 7.2.5) will still be in place to guard against the ranking of players at the top end in the first half of the season with no expected chance of playing, however these changes should limit the likelihood of players being ranked before they can play.</p>
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		<p>the rank order or institutions/Playing Entities deliberately ranking out of order will be referred to the BUCS Executive for disciplinary action.</p> <p>SQU 7.2.5 If a player is listed in the top five rankings and has not played any matches prior to the January re-ranking window, then that team is required to resubmit their rankings during this window, removing any such 'top five' players from the ranking list. An exception will be made at the discretion of the BUCS Executive on a case-by-case basis if sufficient proof can be provided to explain the above scenario (e.g. medical note).</p> <p>SQU 7.2.6 Teams found to be attempting to manipulate the ranking lists will face disciplinary action under REG 5.</p>	<p>SQU 7.6.7 Playing Entities suspected of exploiting these ranking list regulations and/or manipulating their ranking list could face disciplinary action under REG 5.</p>	<p>The updated wording also reflects that fact that ranking lists will not be done on BUCS Play for now.</p>
Squash	<p>SQU 7.7.4/SQU 7.7.5 (FORMERLY SQU 7.1.4/SQU 7.1.5)</p>	<p>SQU 7 Team selection and ranking lists</p> <p>SQU 7.1 Team size</p> <p>SQU 7.1.4 Women's Premier Tier and Championship Teams shall consist of five players.</p> <p>SQU 7.1.5 Women's Tier 1 and below and Trophy/Conference Cup Teams shall consist of four players.</p>	<p>SQU 7 Team selection This regulation supersedes REG 11.1.</p> <p>SQU 7.7 Team size</p> <p>SQU 7.7.4 Women's Premier Tier and National Championship Teams shall consist of five players.</p> <p>SQU 7.7.5 Women's Tier 1 and below and National Trophy/Conference Cup Teams shall consist of four players.</p> <p>SQU 7.7.5.1 For those teams that are eligible for Promotion to the Premier Tier, they should be aware that for the Tier 1 playoff competition that precedes the National Championship, teams shall consist</p>	<p>For clarity.</p>

			<p>of five players as these playoff fixtures shall be played to the regulations of the Premier Tier.</p> <p>SQU 7.7.5.2 For those teams that qualify for the National Championship they should be aware that for these fixtures teams shall consist of five players.</p>	
Squash	<p>SQU 7.7.6 - SQU 7.7.12 (FORMERLY SQU 7.1.6)</p>	<p>SQU 7 Team selection and ranking lists</p> <p>SQU 7.1 Team size</p> <p>SQU 7.1.6 Where teams should consist of five players, a minimum of three players must play; where teams should consist of four players, a minimum of three players must play; and where teams should consist of three players, a minimum of two players must play.</p> <p>SQU 7.1.6.1 Where an institution/Playing Entity has multiple teams playing on the same day, the fixtures of the higher team(s) must be prioritised from the top down when fulfilling teams. E.g. An institution/Playing Entity cannot send only three players for their 1st Team which should comprise of five players, whilst also putting out a full 2nd Team.</p> <p>SQU 7.1.6.2 Any string match conceded through not having a full team will be scored as a 3-0 win to the opposition (11-0, 11-0, 11-0). A winning team who has had games conceded to them will still</p>	<p>SQU 7 Team selection This regulation supersedes REG 11.1.</p> <p>SQU 7.7 Team size</p> <p>SQU 7.7.6 Where teams should consist of five players, a minimum of three players must play; where teams should consist of four players, a minimum of three players must play; and where teams should consist of three players, a minimum of two players must play.</p> <p>SQU 7.7.7 A team unable to field the minimum number of players required shall concede a walkover, however institutions/Playing Entities with multiple teams should be aware of SQU 7.3.</p> <p>SQU 7.7.8 A team fielding enough players to fulfil the minimum number of players required, but not a full team, shall be permitted to play but shall concede the rubbers they are unable to fulfil. In such circumstances it is expected that the team would notify their opposition as soon as possible after it is known that they will not be fielding a full team of this, specifying how many players will be fielded. For the avoidance of doubt, if notice of being short of players is given to the opposition in advance of the fixture, the opposition team is only required to bring enough players to match the adjusted team size and the</p>	<p>Under the old regulations, REG 11.1.3.1 did not apply for Squash as it sits under REG 11.1.3 which was superseded by aspects of SQU 7. SQU 7.1.6.1 did not explicitly mention walkovers, but it could be interpreted that this applied in the case of walkovers and not just sending less than full teams.</p> <p>The general principle of not conceding walkovers for higher ranked teams whilst still fulfilling lower ranked team fixtures should be maintained (including the exception for involuntary walkovers from REG 11.1.3), however the requirement to send full teams from the top down has caused unintended consequences in recent seasons where teams have suffered a 'last minute' loss of (a) player(s). Given the need for teams for a fixture day to be selected in rank order, this means that if for example the first team are at home and lose a player 'last minute' through illness and the second team are away and have already travelled, that the first team cannot 'pull-up' any players unless the second team come back. They are then stuck short and according to the old regulations this meant that all lower team fixtures could not take place that day which had a negative effect on multiple institutions, teams and student-athletes. If agreement could not be sought to rearrange any of these then there was the potential that multiple walkovers took place.</p> <p>It does not seem beneficial to change the regulations so that where short a team can call up any player, regardless of rankings, as this calls into question the</p>

		<p>be entitled to the applicable bonus points for the full team size. Bonus points for the match should still be calculated based on what the correct team size should have been.</p> <p>SQU 7.1.6.3 If a team arrives with a full complement of players, and one or more of those players is found to be unable and/or unwilling to play a competitive match in their designated position prior to the fixture commencing, then they shall be removed from the team and the fulfilment of the highest rubbers should be prioritised. If a team arrives with a full complement of players, and one or more of those players is found to be unable and/or unwilling to play a competitive match in their designated position after the fixture has commenced, then the team will forfeit that rubber and all rubbers below, regardless of whether they have already played/won any of these rubbers. The exception to this is that in knockout competitions both teams may agree to play best of three for a dead rubber.</p> <p>SQU 7.1.6.4 For the Championship and Trophy Finals teams are expected to field full teams or face a fine of £500.</p>	<p>appropriate number of rubbers shall still be conceded. Teams found to be fielding less than a full team and conceding rubbers for multiple fixtures may face disciplinary action.</p> <p>SQU 7.7.9 If a team arrives with a full complement of players, and one or more of those players is found to be unable and/or unwilling to play a competitive match in their designated position prior to the fixture commencing, then they shall be removed from the team and the fulfilment of the highest rubbers shall be prioritised with any lower rubbers the team is not able to fulfil being conceded.</p> <p>SQU 7.7.10 If a team arrives with a full complement of players, and one or more of those players is found to be unable and/or unwilling to play a competitive match in their designated position after the fixture has commenced, then the team will concede that rubber and all rubbers below, regardless of whether they have already played/won any of these rubbers. The exception to this is that in knockout competitions both teams may agree to play best of three for a dead rubber.</p> <p>SQU 7.7.11 Conceded rubbers will be scored as a 3-0 win to the opposition (11-0, 11-0, 11-0). A winning team who has had games conceded to them will still be entitled to the applicable bonus points for the full team size. Bonus points for the match should still be calculated based on what the correct team size should have been.</p> <p>SQU 7.7.12 For the National Championship and National Trophy Finals teams are expected to field a full</p>	<p>standard of any additional player being sourced just to meet the required number of players and thus the experience for this player and any opponent(s). Instead, the chosen changes mean that only in cases of walkovers conceded by higher ranked teams, are lower ranked team fixtures affected and not when they are just playing short but within the regulations. The ranking list regulations offer a degree of protection against this being used so that players can drop to lower level teams for key matches.</p> <p>There is also currently no requirement, or expectation, that teams inform their opposition when they will not be fielding a full team which has led to teams sending players to fixtures who receive no playing opportunity and sometimes at a cost that could have been avoided/reduced if they had been informed.</p> <p>Therefore, the requirement for all higher ranked teams to be a full team in order for a lower ranked team fixture to be permitted to go ahead has been removed. However, an equivalent to REG 11.1.3.1 - SQU 7.3 - will apply regarding walkovers being conceded for higher ranked teams.</p> <p>An addition has also been made that there is an expectation that a team will inform their opposition when a full team will not be fielded as far in advance of the fixture to reduce the likelihood of the opposition bringing players who will have no playing time. No sanction will be applied for individual cases of less than a full team being fielded, or based on how much notice, if any, had been given, as teams can find themselves short of players at short notice (for example through injury/illness), however teams found to be doing so on multiple occasions are liable to face disciplinary action due to the impact on other teams and an expectancy that generally their</p>
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			complement of players or face a fine of £500.	institution/Playing Entity should have enough players to field full teams for all teams entered.
Squash	SQU 12	<p>SQU 12 Incomplete fixtures</p> <p>SQU 12.1 In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any rubbers not completed or unplayed.</p> <p>SQU 12.2 In the event of a fixture being incomplete due to an institution/Playing Entity booking insufficient court time, their opposition may claim any rubbers not completed or unplayed.</p>	<p>SQU 12 Incomplete fixtures</p> <p>SQU 12.1 In the event of a fixture being incomplete with no fault on either side, then the fixture shall be replayed. The home team for the replay will be determined by coin toss, undertaken by the BUCS Executive.</p> <p>SQU 12.2 In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any rubbers not completed or unplayed.</p> <p>SQU 12.3 In the event of a fixture being incomplete due to an institution/Playing Entity booking insufficient court time, their opposition may claim any rubbers not completed or unplayed.</p>	For clarity as to what should happen if neither team at fault for a match being incomplete.
Squash	SQU 14.1 - SQU 14.6	<p>SQU 14 Premier Tier/Championship specific regulations</p> <p>SQU 14.1 The National Premier league shall be played in two stages. Each stage shall be completed during a weekend competition involving three matches per team using the same format as England Squash's inter-county Championship.</p> <p>SQU 14.2 For Stage 1, the eight National Premier teams shall be divided on a broadly geographical basis into 'North' and 'South'</p>	<p>SQU 14 Premier Tier/National Championship specific regulations</p> <p>SQU 14.1 The National Premier league shall be played in two stages. Each stage shall be completed during a weekend competition involving three matches per team using the same format as England Squash's inter-county Championship.</p> <p>SQU 14.2 For Stage 1, the eight National Premier teams shall be divided on a broadly geographical basis into 'North' and 'South' groups of four teams each (on the basis of minimising travel distance/time as a prescribed method of deciding upon the composition of the two groups).</p>	Clarification provided that hosts for each event at each stage shall be selected via a short tender process that defines the expectations of the hosts in line with other hosted events throughout the year.

		<p>groups of four teams each (on the basis of minimising travel distance/time as a prescribed method of deciding upon the composition of the two groups).</p> <p>SQU 14.3 Venues shall be selected on the basis of facility availability/cost and reasonable travel time for teams. Wherever possible, both Men's and Women's events shall be played at the same venue in each of the 'North' and 'South' groups. Costs will be split equally between all competing teams.</p> <p>SQU 14.4 Following completion of the Stage 1, the top team from each group will qualify for the upper tier group and compete for places 1-4. The bottom team from each group will be placed in the lower tier group and compete for places 5-8. The teams finishing in 2nd place in their group will play against the 3rd placed team from the other group in a one off playoff. The 2nd placed team will be at home. The winner will qualify for the upper tier group and the loser shall go into the lower tier.</p> <p>SQU 14.5 All eight teams shall progress to the BUCS Championship knockout competition, where they will be placed at the last 16 stage</p>	<p>SQU 14.3 Following completion of the Stage 1, the top team from each group will qualify for the upper tier group and compete for places 1-4. The bottom team from each group will be placed in the lower tier group and compete for places 5-8. The teams finishing in 2nd place in their group will play against the 3rd place team from the other group in a one off playoff. The 2nd place team will be at home. The winner will qualify for the upper tier group and the loser shall go into the lower tier.</p> <p>SQU 14.4 Venues for both Stage 1 and Stage 2 shall be selected on the basis of facility availability/cost and reasonable travel time for teams through a short tender process. Wherever possible, for Stage 1 both Men's and Women's events shall be played at the same venue in each of the 'North' and 'South' groups. Costs will be split equally between all competing teams.</p> <p>SQU 14.5 All eight teams shall progress to the National Championship knockout competition, where they will be placed at the last 16 stage according to their finishing position in the National Premier league.</p> <p>SQU 14.6 Players retiring during a match may not play again in the same weekend. The only exception to this rule is if the cause of retirement is considered transitory (e.g. nose bleed, cramp, migraine, vomiting) and that the player has recovered fully for their next match. If the player then retires during a second match,</p>	
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		<p>according to their finishing position in the National Premier league.</p> <p>SQU 14.6 Players retiring during a match may not play again in the same weekend. The only exception to this rule is if the cause of retirement is considered transitory (e.g. nose bleed, cramp, migraine, vomiting) and that the player has recovered fully for their next match. If the player then retires during a second match, their string and all strings below them shall be forfeited.</p>	<p>their string and all strings below them shall be forfeited.</p>	
Squash	SQU 14.7.2.2	<p>SQU 14 Premier Tier/Championship specific regulations</p> <p>SQU 14.7 Promotion to and Relegation from the Premier Tier</p> <p>SQU 14.7.2.2 The Tier 1 playoff competition shall take place on a weekend as listed in Appendix 2 ('BUCS Leagues and Knockouts – Dates and Deadlines), subject to the teams involved arranging, and agreeing to covering the costs of, all hosting requirements, e.g. venue, balls.</p>	<p>SQU 14 Premier Tier/Championship specific regulations</p> <p>SQU 14.7 Promotion to and Relegation from the Premier Tier</p> <p>SQU 14.7.2.2 The Tier 1 playoff competition shall take place on a weekend as listed in Appendix 2 ('BUCS Leagues and Knockouts – Dates and Deadlines), at a venue agreed through a short tender process. Costs for the hosting of the Tier 1 playoff competition will be covered equally by all participating teams.</p>	<p>Change to short consistent tender process which removes confusion around the process and clarifies the decision making on choice of host venue.</p>
Squash	SQU 14.7.2.2.1	<p>SQU 14 Premier Tier/Championship specific regulations</p> <p>SQU 14.7 Promotion to and Relegation from the Premier</p>	<p>SQU 14 Premier Tier/Championship specific regulations</p> <p>SQU 14.7 Promotion to and Relegation from the Premier Tier</p>	<p>Mandates teams to attend if they want to compete for promotion to the Premier Tier to ensure accurate seeing. This therefore removes the possibility of the strongest teams opting out of the Tier 1 playoff competition and getting a low seed to then be drawn against a higher seeded Premier Tier team who is</p>

		<p style="text-align: center;">Tier</p> <p>SQU 14.7.2.2.1 Should a team decide to not enter the playoff, they will be automatically allocated a seeding below those teams who compete. In an instance of multiple teams not entering, this will be done randomly.</p>	<p>SQU 14.7.2.2.1 Any team that does not participate in the Tier 1 playoff competition will not be eligible for promotion to the Premier Tier and will be automatically allocated a seeding for the Championship round of 16 below that of those teams who compete. In an instance of multiple teams not entering, this will be done randomly.</p>	<p>then disadvantaged and could be relegated through no fault of their own. Teams that do not attend will still participate in the Championship, but their round of 16 match will have no bearing on promotion/relegation.</p>
Squash	SQU 14.7.2.2.2 (REMOVED)	<p style="text-align: center;">SQU 14 Premier Tier/Championship specific regulations</p> <p>SQU 14.7 Promotion to and Relegation from the Premier Tier</p> <p>SQU 14.7.2.2.2 Should a host not be identified then the weekend will not take place and the 5 Tier one teams will be randomly added to the round of 16 draw.</p>	REMOVED	<p>Proposed changes to SQU 14.7.2.2 and SQU 14.7.2.2.1 make this redundant.</p>
Surfing	SUR 3 (FORMERLY SUR 3 – SUR 4)	<p>SUR 3 Event judging criteria A surfer must perform radical controlled manoeuvres in the most critical sections of a wave with speed, power and flow to maximise scoring potential. Innovative and progressive surfing as well as variety of repertoire (manoeuvres) will be taken into consideration when awarding points for waves ridden. The surfer who executes these criteria with the maximum degree of difficulty and commitment on the waves shall be rewarded with the highest scores.</p>	<p style="text-align: center;">SUR 3 Judges</p> <p>SUR 3.1 BUCS, in collaboration with the appointed Tournament Director, shall appoint all judges. Judging panels for each heat will consist of three, four or five judges who will be rotated. Each judging panel will officiate under the control and direction of a head judge.</p> <p>SUR 3.2 Event judging criteria Surfers must perform to the ISA judging key elements to maximize their scoring potential. Judges analyse the following major elements when scoring a ride: -Commitment and degree of difficulty -Innovative and progressive manoeuvres</p>	<p>To align with changes to ISA wording as a result of Surfing becoming an Olympic sport.</p>

		<p align="center">SUR 4 Judges</p> <p>SUR 4.1 BUCS, in collaboration with the appointed Tournament Director, shall appoint all judges. Judging panels for each heat will consist of three, four or five judges who will be rotated. Each judging panel will officiate under the control and direction of a head judge.</p> <p>SUR 4.2 Judges will score each ride out of 10 points with .1 increments (from 0.2 to 10).</p> <p>SUR 4.3 A ride will commence when a competitor's hands leave the rails (board riders). In the case of kneeboards when the rider moves to their knees and in the case of bodyboarders when the rider has completed one manoeuvre.</p> <p>SUR 4.4 Judges' and tabulators' sheets will be available for scrutiny by competitors, but must not be removed from the contest control area.</p>	<p>-Combination of major manoeuvres -Variety of manoeuvres -Speed, power and flow</p> <p>NOTE: It's important to note that the emphasis of certain elements is contingent upon the location and the conditions on the day, as well as changes of conditions during the day.</p> <p>SUR 3.3 Judges will score each ride out of 10 points with .1 increments (from 0.1 to 10).</p> <p>SUR 3.4 A ride will commence when a competitor's hands leave the rails (board riders). In the case of kneeboards when the rider moves to their knees and in the case of bodyboarders when the rider has completed one manoeuvre.</p> <p>SUR 3.5 Judges' and tabulators' sheets will be available for scrutiny by competitors, but must not be removed from the contest control area.</p>	
Surfing	SUR 4.6 (FORMERLY SUR 6.3)	<p>SUR 6.3 Competitors in heats may only ride a maximum of 12 waves and should leave the water after doing so. The penalty for riding more than 12 waves will be a five-point deduction from their total score for each extra wave ridden.</p> <p>SUR 6.3.1 A surfer who has</p>	<p>SUR 4.6 Competitors may only ride a maximum of 15 waves and should leave the water after doing so. The penalty for riding more than 15 waves will be a five-point deduction from their total score for each extra wave ridden. A surfer who has ridden more than 15 waves may also be liable to an interference penalty if they remain in the water and interfere in any</p>	The previous limit of 12 for all rounds up until the finals was based on the amount of spaces for scores on the paper scoresheets used several years ago - this is no longer an issue/restriction since the adoption of an electronic scoring system in 2019.

		<p>ridden more than 12 waves may also be liable to an interference penalty if they remain in the water and interfere in any way with the other competitors in that heat.</p> <p>SUR 6.3.2 Finalists (but not quarter-finalists or semi-finalists) may ride 15 waves.</p>	<p>way with the other competitors in that heat.</p>	
Surfing	<p>SUR 4.11 – SUR 4.12 (FORMERLY SUR 6.8)</p>	<p>SUR 6.8 Heats will normally be made up of between four and five surfers (maximum five). Two surfers will normally advance from each heat, but this can be adjusted by the Contest Committee.</p>	<p>SUR 4.11 Heats will normally be made up of between four and five surfers (maximum five).</p> <p>SUR 4.12 Normally the two surfers with the highest scores (note SUR 4.5) in each heat will advance, but this can be adjusted by the Contest Committee. For example, where conditions do not permit enough rounds for this to occur, the Contest Committee may use an alternative method such as taking through x number of surfers across all heats based on their scores as part of an overall ranking.</p>	<p>For clarity that BUCS/Contest Committee can use alternative method if required (e.g. When conditions do not allow for all rounds) as has happened in recent years.</p>
Surfing	<p>SUR 5 (FORMERLY SUR 7)</p>	<p>SUR 7 Team results</p> <p>SUR 7.1 There will be a Men’s Team and a Women’s Team Championships. A team comprises of three competitors of the same sex. The top three scoring competitors from the same institution/Playing Entity will make up the team by having their individual points earned added together to create a team score. By entering into the individual event, competitors are automatically entered into the team competition (as long as they have three surfers of the same sex entered).</p>	<p>SUR 5 Team results</p> <p>SUR 5.1 There will be a Men’s Team Championships and a Women’s Team Championships. A team comprises of three competitors of the same sex. The top three scoring competitors from the same institution/Playing Entity will make up the team by having their individual points earned added together to create a team score. By entering the individual event, competitors are automatically entered into the team competition (as long as they have three surfers of the same sex entered).</p> <p>SUR 5.2 Competitors score points for the team competition by progressing through the rounds in the individual event. For</p>	<p>For clarity as to what happens when ties occur as was not previously published.</p>

		<p>SUR 7.2 Competitors score points for the team competition by progressing through the rounds in the individual event. For example, for participating in round 1 but not making it through to round 2, competitors will receive one point for their team score. By being knocked out in round 2, competitors will receive two points. In the final, the 4th placed competitor will receive the number of points as equivalent to the round number, with the 3rd placed competitor receiving one more and so on. For example if the final is the 5th round, the 4th placed competitor would receive five points, the 3rd placed competitor would then receive six points, 2nd would receive seven points and the winner would receive eight points to add to their team score.</p> <p>SUR 7.2.1 Competitors must sign in for their heat and enter the water to obtain team points for that round.</p>	<p>example, for participating in round 1 but not making it through to round 2, competitors will receive one point for their team score. By being knocked out in round 2, competitors will receive two points. In the final, the 4th placed competitor will receive the number of points as equivalent to the round number, with the 3rd placed competitor receiving one more and so on. For example, if the final is the 5th round, the 4th placed competitor would receive five points, the 3rd placed competitor would then receive six points, 2nd would receive seven points and the winner would receive eight points towards their team score.</p> <p>SUR 5.2.1 Competitors must sign in for their heat and enter the water to obtain team points for that round.</p> <p>SUR 5.3 If there are two or more individuals from an institution/Playing Entity tied on points and this tie needs separating to work out who makes their top three, these individuals are compared in the last round they competed in using the following consecutive order: Finishing position in their heat (highest is better), if this is the same, their highest wave score in that heat.</p> <p>SUR 5.4 If there is a tie on team scores, the tied institutions/Playing Entities are separated by looking at how far their top rider progressed. If they reached the same round, then their placing in their last heat will be considered. If they are still tied the same consecutive process is applied to their 2nd best surfer and then if required their 3rd.</p>	
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			<p>SUR 5.5 The scoring system for the team competition may be adjusted by the Contest Committee, for example where conditions do not permit enough rounds for the normal system of SUR 5.2–SUR 5.4 to be appropriate.</p>	
Table Tennis	TAB i - TAB iii	<p>TAB i The BUCS Table Tennis Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the ITTF (International Table Tennis Federation) Regulations for International Competitions. Further event specific requirements, rules, and regulations will be contained within the entry and pre-event information for each Championship.</p> <p>TAB ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>TAB iii In the event that these regulations contradict those of the ITTF (International Table Tennis Federation) Regulations for International Competitions, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p>	<p>TAB i The BUCS Table Tennis Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the International Table Tennis Federation (ITTF) Laws of Table Tennis. Further event specific requirements, rules, and regulations will be contained within the entry and pre-event information for each Championship.</p> <p>TAB ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>TAB iii In the event that these regulations contradict the International Table Tennis Federation (ITTF) Laws of Table Tennis, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p>	<p>Corrected to specify that the ITTF Laws of Table Tennis should be followed for all BUCS Table Tennis, not the ITTF Regulations for International Competitions.</p>

Table Tennis	TAB 2 (REMOVED)	TAB 2 Plastic balls shall be used for all matches taking place as part of the Individual Championships and the Team Championships.	REMOVED	Regulation not needed as covered by 2.3.3 of the ITTF Laws of Table Tennis: "The ball shall be made of celluloid or similar plastics material and shall be white or orange, and matt."
Table Tennis	TAB 6.1/TAB 10 (FORMERLY TAB 11)	<p>TAB 11 Premier Tier/Championship specific regulations</p> <p>TAB 11.1 Playing facilities must be booked for an appropriate length of time to allow for the full conclusion of the match. BUCS recommends that at least three hours are required on two available tables. Institutions/Playing Entities failing to book sufficient time will forfeit any rubbers that have not been completed within the allocated time.</p> <p>TAB 11.2 Facilities and equipment should be of an appropriate quality for Premier League/Championship matches and should comply with National Governing Body regulations for matches of this standard. Specific notice should be paid to the quality and condition of the tables as well as the space around each table, the quality of lighting and the quality of nets. Notice should be given to National Governing Body lists for approved balls for each season.</p>	<p>TAB 6 Fixture administration and arrangements</p> <p>TAB 6.1 Facility bookings</p> <p>TAB 6.1.1 Men's If two tables are to be used, each table should be booked for a minimum of three hours. If three tables are to be used, each table should be booked for a minimum of two and a half hours. If four tables are to be used, each table should be booked for a minimum of two hours.</p> <p>TAB 6.1.2 Women's Whether one, two or three tables are to be used, each table should be booked for a minimum of two hours.</p> <p>TAB 10 Premier Tier/National Championship specific regulations</p> <p>TAB 10.1 Facilities and equipment should be of an appropriate quality for Premier League/National Championship matches and should comply with National Governing Body regulations for matches of this standard. Specific notice should be paid to the quality and condition of the tables as well as the space around each table, the quality of lighting and the quality of nets. Notice should be given to National Governing Body lists for approved balls for each season.</p>	<p>Following the introduction of a Premier Tier in Women's Table Tennis for 2019-20, the recommended facility booking needed to be split out to reflect the difference in Men's and Women's team sizes and therefore fixture duration. This has also been expanded out to cover fixtures at all levels of competition - and changed from recommendations to minimum requirements - as previously there was nothing in place.</p>
Table Tennis	TAB 7.1 - TAB 7.5	REG 11.1 Team selection As published, but with some elements	TAB 7 Team selection This regulation supersedes REG 11.1.	Given that some aspects of TAB 7 (formerly TAB 8) 'Team selection and ranking lists' already superseded aspects of REG 11.1 'Team selection', replicating

	(FORMERLY REG 11.1)	superseded by TAB 8 'Team selection and ranking lists'.	<p>TAB 7.1 All individuals in a team must be from the same Playing Entity and meet the individual eligibility requirements of REG 4.</p> <p>TAB 7.2 In order to be selected in a team, all individuals must be registered on BUCS Play as a participant.</p> <p>TAB 7.3 Where a Playing Entity has more than one team in a Championships (Men's/Women's), and more than one fixture scheduled across these teams on a given day, priority must be given to the highest ranked team and then in descending order through their teams should the Playing Entity be unable to fulfil all scheduled fixtures. For example, a Playing Entity may NOT concede a walkover at second team level, while continuing to field a lower ranked team on the same day. Matches played in contravention of this regulation will be awarded as a walkover to the opposition, or in certain circumstances, be voided.</p> <p>TAB 7.3.1 For possible exceptions due to 'Ring Fencing' of teams, refer to TAB 7.5.</p> <p>TAB 7.3.2 Involuntary walkovers may be granted in exceptional circumstances if applied for in accordance with walkover regulations in REG 13 meaning that TAB 7.3 would be suspended in some instances. Application to suspend TAB 7.3 must be made to the BUCS Executive in advance of affected fixtures.</p> <p>TAB 7.4 Individuals may not be selected (listed on a team sheet) for different teams on the same day.</p>	those that are still relevant in TAB 7 - alongside some of the other updates - helps make it clearer what regulations do apply and saves the reader having to go back and forth between multiple sets of regulations to understand team selection.
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Table Tennis	TAB 7.6 (FORMERLY TAB 8.2)	<p>TAB 8 Team selection and ranking lists</p> <p>TAB 8.2 Ranking lists This regulation supersedes REG 11.1.3 and REG 11.1.6.</p> <p>TAB 8.2.1 Ranking lists must be completed on BUCS Play prior to the start of each season. These lists must be completed no later than the deadline in the BUCS Sport Specific Affiliations Document. Failure to submit this information will result in sanctions being imposed as outlined in the BUCS Sport Specific Affiliations Document and the possibility of further disciplinary action. This ranking information will be available here for ease of reference.</p>	<p>TAB 7 Team selection This regulation supersedes REG 11.1.</p> <p>TAB 7.6 Ranking lists</p> <p>TAB 7.6.1 There shall be separate ranking lists for the Men's and Women's Championships. The ranking lists will be available here for ease of reference.</p> <p>TAB 7.6.2 Prior to the start of the season, each Playing Entity must submit a ranked list of all the players they expect to use across their teams. These lists must be submitted no later than the deadline in the BUCS Sport Specific Affiliations Document and must feature enough individuals to field the number of teams entered. Failure to submit this information will result in sanctions being imposed as outlined in the BUCS Sport Specific Affiliations Document.</p> <p>TAB 7.6.3 Following the initial ranking deadline passing, ranking lists will be</p>	<p>Under the old regulations: Playing Entities were not allowed to add to their ranking list/utilise better players who appear between ranking windows (or after the January re-ranking window at all).</p> <p>BUCS only allowed players to be added to the bottom of a ranking list between ranking windows (TAB 8.2.1) and only if they are appropriate to be there, e.g. Lower ability than all those already on the list, given that TAB 8.2.4 required players to be ranked in ability order. Whilst the intention was that TAB 8.2.1 would help with fulfilment of fixtures, it only helped if Playing Entities were able to find individuals who were not as good as those already on their list, regardless of if those already on the list were still engaged in the club/able to play.</p> <p>If a Playing Entity were to add any players who were better than those already ranked, then they would be in breach of the requirement of TAB 8.2.4 that players are to be ranked in ability order, but even if</p>

	<p>TAB 8.2.1.1 Ranking lists will be locked until the opening of the re-ranking windows, and cannot be changed outside the set re-ranking windows under any circumstances. Re-rankings only come into effect at the end of the re-ranking windows. The dates for the re-ranking windows will be displayed in the BUCS Sport Specific Affiliations Document.</p> <p>TAB 8.2.1.2 Institutions/Playing Entities may request to add a player to the bottom of their ranking list when the re-ranking windows are not open. Requests must be submitted and approved by the BUCS Executive in advance of the player competing in any fixtures. This is to encourage the fulfilment of fixtures and must not be manipulated. Teams found to be attempting to manipulate the rankings using this regulation will face disciplinary action under REG 5.</p> <p>TAB 8.2.2 Players must play in rank order in all matches.</p> <p>TAB 8.2.3 Teams for a fixture day must be selected in rank order. This applies across all teams, e.g. A player ranked number 8 cannot play in the 1st team if the player ranked number 7 is playing for a lower team's match that day.</p> <p>TAB 8.2.4 The order on the ranking list shall be determined by each institution/Playing Entity with the best player ranked as 1 and</p>	<p>locked and cannot be changed except in the following circumstances:</p> <p>TAB 7.6.3.1 There shall be two re-ranking windows, during which Playing Entities can change the ranked order of existing players on their ranking list and/or remove players from their ranking list. The dates for the re-ranking windows will be displayed in the BUCS Sport Specific Affiliations Document. Changes to ranking lists made during a re-ranking window will only come into effect at the end of the window.</p> <p>TAB 7.6.3.2 Playing Entities may request to add players to their ranking list at any time during the season. Requests must be submitted to, and approved by, the BUCS Executive in advance of the player(s) competing in any fixtures.</p> <p>TAB 7.6.3.3 If a player is listed in the top four rankings and has not played any matches prior to the January re-ranking window, then that team is required to resubmit their rankings during this window, removing any such 'top four' players from the ranking list. An exception will be made at the discretion of the BUCS Executive on a case-by-case basis if sufficient proof can be provided to explain the above scenario (e.g. medical note).</p> <p>TAB 7.6.4 The order on their ranking list shall be determined by each Playing Entity with their best player ranked as 1 and the second best as 2 and so on. The order is at the discretion of each Playing Entity. It does not need to be in accordance with any external ratings/ranking systems, but Playing Entities ranking players out of ratings order may be requested to justify their ranking lists to the BUCS Executive.</p>	<p>they did these players would only be able to play below anyone ranked above them as TAB 8.2.2 required that players must play in rank order and TAB 8.2.3 required that teams for a fixture day must be selected in rank order.</p> <p>The old regulations therefore resulted in some players missing out on playing opportunities if they only joined a club outside of the ranking windows. (This is not the case for sports which do not have ranking lists, where individuals can join a team at any point during the season - with an exception in Rugby Union for some playoffs). They could also lead to Playing Entities listing players (either during the initial ranking window, or a re-ranking window) who are not at that point likely to play (for example they have a long-term injury or are known to the club but not starting their course for a few weeks) - this could lead to potential issues such as a player that should be ranked in the top two and only able to play for the 1st team being ranked lower during that time and so also able to play for the 2nd team.</p> <p>Under the new regulations: Playing Entities will be allowed to add in extra players between ranking windows at the place appropriate based on their ability.</p> <p>This will mean that players who join a club outside of the ranking windows can be included at any point in the season. This will also mean that Playing Entities should not be faced with considering listing individuals on a ranking list before they are reasonably likely to play, for example if they have an existing injury that means they are unlikely to play for a number of weeks or if they are known to be joining the club/starting a course between ranking windows.</p>
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		<p>time) at number 8 or above shall be eligible to play below the 2nd team, and so on throughout an institution/Playing Entity's teams.</p> <p>TAB 8.2.6.2 Women's No player ranked (as per the published squad ranking list at the time) at number 2 or above shall be eligible to play below the 1st team (including league, playoff and knockout competition matches).</p> <p>No player ranked (as per the published squad ranking list at the time) at number 4 or above shall be eligible to play below the 2nd team, and so on throughout an institution/Playing Entity's teams.</p> <p>TAB 8.2.7 Teams found to be attempting to manipulate the ranking lists will face disciplinary action under REG 5.</p>		
Table Tennis	TAB 7.7 (FORMERLY TAB 8.1)	<p>TAB 8 Team selection and ranking lists</p> <p>TAB 8.1 Team size</p> <p>TAB 8.1.1 Men's Teams shall consist of four players. A minimum of three players must play.</p> <p>TAB 8.1.1.1 Where an institution/Playing Entity has multiple teams playing on the same day, the fixtures of the higher team(s) must be prioritised from the top down when fulfilling teams. E.g. An institution/Playing Entity cannot send only three players for their 1st Team which should comprise of four players, whilst also putting out a full 2nd</p>	<p>TAB 7 Team selection This regulation supersedes REG 11.1.</p> <p>TAB 7.7 Team size</p> <p>TAB 7.7.1 Men's Teams shall consist of four players. A minimum of three players must play.</p> <p>TAB 7.7.2 Women's Teams shall consist of between two and four players. A minimum of two players must play.</p> <p>TAB 7.7.3 A team unable to field the minimum number of players required shall concede a walkover, however institutions/Playing Entities with multiple teams should be aware of TAB 7.3.</p> <p>TAB 7.7.4 A men's team fielding enough players to fulfil the minimum number of players required, but not a full team, shall</p>	<p>Under the old regulations, REG 11.1.3.1 did not apply for Table Tennis as it sits under REG 11.1.3 which was superseded by aspects of TAB 8. TAB 8.1.1.1 did not explicitly mention walkovers, but it could be interpreted that these apply in the case of walkovers and not just sending less than full teams.</p> <p>The general principle of not conceding walkovers for higher ranked teams whilst still fulfilling lower ranked team fixtures should be maintained (including the exception for involuntary walkovers from REG 11.1.3), however the requirement to send full teams from the top down has caused unintended consequences in recent seasons where teams have suffered a 'last minute' loss of (a) player(s). Given the need for teams for a fixture day to be selected in rank order, this means that if for example the first team are at home and lose a player 'last minute'</p>

		<p>Team.</p> <p>TAB 8.1.1.2 Any match conceded through not having a full team will be scored as a 3-0 win to the opposition (11-0, 11-0, 11-0).</p> <p>TAB 8.1.2 Women's Teams shall consist of between two and four players. A minimum of two players must play.</p>	<p>be permitted to play but shall concede the matches they are unable to fulfil. In such circumstances it is expected that the team would notify their opposition as soon as possible after it is known that they will not be fielding a full team of this, specifying how many players will be fielded. For the avoidance of doubt, if notice of being short of players is given to the opposition in advance of the fixture, the opposition team is only required to bring enough players to match the adjusted team size and the appropriate number of matches shall still be conceded. Teams found to be fielding less than a full team and conceding matches for multiple fixtures may face disciplinary action.</p> <p>TAB 7.7.5 Conceded matches will be scored as a 3-0 win to the opposition (11-0, 11-0, 11-0).</p>	<p>through illness and the second team are away and have already travelled, that the first team cannot 'pull-up' any players unless the second team come back. They are then stuck short and according to the old regulations this meant that all lower team fixtures could not take place that day which had a negative effect on multiple institutions, teams and student-athletes. If agreement could not be sought to rearrange any of these then there was the potential that multiple walkovers took place.</p> <p>It does not seem beneficial to change the regulations so that where short a team can call up any player, regardless of rankings, as this calls into question the standard of any additional player being sourced just to meet the required number of players and thus the experience for this player and any opponent(s). Instead, the chosen changes mean that only in cases of walkovers conceded by higher ranked teams, are lower ranked team fixtures affected and not when they are just playing short but within the regulations.</p> <p>The ranking list regulations offer a degree of protection against this being used so that players can drop to lower level teams for key matches.</p> <p>There is also currently no requirement, or expectation, that teams inform their opposition when they will not be fielding a full team which has led to teams sending players to fixtures who receive no playing opportunity and sometimes at a cost that could have been avoided/reduced if they had been informed.</p> <p>Therefore, the requirement for all higher ranked teams to be a full team in order for a lower ranked team fixture to be permitted to go ahead has been removed. However, an equivalent to REG 11.1.3.1 - TAB 7.3 - will apply regarding walkovers being conceded for higher ranked teams.</p>
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				<p>An addition has also been made that there is an expectation that a team will inform their opposition when a full team will not be fielded as far in advance of the fixture to reduce the likelihood of the opposition bringing players who will have no playing time. No sanction will be applied for individual cases of less than a full team being fielded, or based on how much notice, if any, had been given, as teams can find themselves short of players at short notice (for example through injury/illness), however teams found to be doing so on multiple occasions are liable to face disciplinary action due to the impact on other teams and an expectancy that generally their institution/Playing Entity should have enough players to field full teams for all teams entered.</p>
Table Tennis	TAB 9 (FORMERLY TAB 10)	<p>TAB 10 Incomplete fixtures TAB 10.1 In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any matches not completed or unplayed.</p>	<p>TAB 9 Incomplete fixtures TAB 9.1 In the event of a fixture being incomplete with no fault on either side, a result can be taken if: For a Men's fixture, nine matches have been completed; or, for a Women's fixture, three matches have been completed. The results shall be taken on all those matches that have been completed. If the minimum numbers of matches have not been completed, or in the case of a knockout competition fixture the number of matches completed would result in a draw, then the fixture shall be replayed. The home team for the replay will be determined by coin toss, undertaken by the BUCS Executive.</p> <p>TAB 9.2 In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any matches not completed or unplayed.</p> <p>TAB 9.3 In the event of a fixture being</p>	<p>Added clarity as to what should happen if neither team is at fault - both if some played (like Tennis's TEN 12) and if that threshold has not been reached. If threshold not reached and neither team at fault it has been stated that the fixture should be replayed, but with a coin toss to decide the home team for the replay, to avoid slow play by teams to try and get a guaranteed outcome.</p> <p>Added clarity as to what should happen if the home team has not booked sufficient playing facility time (as per BAD 10/SQU 12/TEN 12). In order for this to be able to apply, see new TAB 6.1 to be introduced as a result of change to old TAB 11.</p>

			incomplete due to an institution/Playing Entity booking insufficient playing facility time, their opposition may claim any matches not completed or unplayed.	
Tennis	TEN 7.1.1	<p>TEN 7.1.1 A minimum reservation of 12 court hours MUST be booked by the host team for a fixture. This shall comprise at least 2 x 15 minutes practice, 2 x 1.75 hours for doubles rubbers, and 4 x 2 hours for singles rubbers = total 12 court hours. Failure to book the minimum prescribed above will result in the home team forfeiting any rubbers not completed should the match not be finished. For knockout fixtures, an additional 1 hour should be booked in case of the need for a match tie-break. The additional hour is for the match tie-break only and the normal fixture should be completed within the standard 12 hours.</p>	<p>TEN 7.1.1 A minimum reservation of 12 court hours MUST be booked by the host team for a fixture. This shall comprise at least 2 x 15 minutes practice, 2 x 1.75 hours for doubles rubbers, and 4 x 2 hours for singles rubbers = total 12 court hours. Failure to book the minimum prescribed above will result in the home team forfeiting any rubbers not completed should the match not be finished. For knockout fixtures, an additional 1 hour on 1 court MUST be booked in case of the need for a match tie-break (note TEN 11.5). The additional hour is for the match tie-break only and as such should be booked for immediately after the court hours booked for the normal fixture, not alongside any of these hours, and the normal fixture should be completed within the standard 12 hours.</p>	For absolute clarity that the extra hour for the tie-break needs to be booked for after the 12 hours, not alongside, and that this is only needed on one court.
Tennis	TEN 7.1.1.1/TEN 11.1/TEN 11.2 (FORMERLY TEN 7.1.1.1/TEN 10.1/TEN 10.2)	<p>TEN 7.1.1.1 If a final set of a live match is due to start during the last 30 minutes of the court booking then a 10 point tie-break should take place instead of a standard set.</p> <p>TEN 10.1 The doubles rubbers shall be the best of three sets. The first two sets shall be tie-break sets with no-advantage scoring (the tie-break shall be introduced at six games all) and when the score is one set all the deciding set</p>	<p>TEN 7.1.1.1 If a final set of a live singles rubber is due to start during the last 30 minutes of the court booking then a 10 point match tie-break MUST take place instead of a standard set.</p> <p>TEN 11.1 The doubles rubbers shall be the best of three sets. The first two sets shall be tie-break sets with no-advantage scoring (the tie-break shall be introduced at six games all) and when the score is one set all the deciding set shall be a 10-point match tie-break. In no-advantage scoring at deuce there is one point to decide the</p>	<p>Wording changed from "live match" to "live rubber" and from "should" to "must" for clarity that it applies for any/all rubbers that may be still going at this point, not just the last one of the match.</p> <p>Reference to TEN 7.1.1.1 added to TEN 11.2 (previously TEN 10.2) for clarity.</p>

		<p>shall be a 10-point match tie-break. In no-advantage scoring at deuce there is one point to decide the game. The receivers choose whether to receive the service from the right half or the left half of the court but cannot change positions to receive this deciding point.</p> <p>TEN 10.2 The singles rubbers shall be the best of three tie-break sets (the tie-break shall be introduced at six games all). If the match result is already decided any remaining singles rubbers may, by mutual consent, play a deciding 10-point match tie-break as the third set.</p>	<p>game. The receivers choose whether to receive the service from the right half or the left half of the court but cannot change positions to receive this deciding point.</p> <p>TEN 11.2 The singles rubbers shall be the best of three tie-break sets (the tie-break shall be introduced at six games all), however, as per TEN 7.1.1.1, if the final set is due to start during the last 30 minutes of the court booking then a 10 point match tie-break MUST take place instead of a standard set. If the match result is already decided any remaining singles rubbers may, by mutual consent, play a deciding 10-point match tie-break as the third set.</p>	
Tennis	TEN 7.3 (FORMERLY TEN 7.2.1)	TEN 7.2.1 The number and surface of courts booked, and the respective hours should be posted in the fixture notes on BUCS Play and be sent as part of the fixture confirmation.	TEN 7.3 The number and surface of courts booked, and the respective hours should be posted in the fixture notes on BUCS Play and be sent as part of the fixture confirmation.	Moved from under "TEN 7.2 Order of play" to sit under "TEN 7 Fixture administration and arrangements" as it applies to other sub-sections of TEN 7 (such as court bookings, start time and surface). This will hopefully also make this requirement (that was new for 2019-20) more obvious.
Tennis	TEN 8 (NEW)	N/A	<p>TEN 8 Balls</p> <p>TEN 8.1 Premier Tier/Tier 1 and National Championship/Trophy The home team shall supply a minimum of three new ITF approved balls for each rubber.</p> <p>TEN 8.2 Tier 2 and below and Conference Cup The home team shall supply a minimum of three new ITF approved balls for each rubber, unless captains agree to re-use balls.</p>	Currently there is BUCS regulation regarding the number, type or condition of balls that should be used for league/knockout matches and it is unclear if we follow the LTA Team Tennis (now National League - Summer) rule for this which is worded as follows: "The home team shall supply a minimum of 3 new ITF approved balls for each singles rubber. At the National and Regional Tier, new balls shall be supplied for each doubles rubber."

Tennis	TEN 9.1 - TEN 9.5 (FORMERLY REG 11.1)	REG 11.1 Team selection As published, but with some elements superseded by TAB 8 'Team selection and ranking lists'.	<p>TEN 9 Team selection This regulation supersedes REG 11.1.</p> <p>TEN 9.1 All individuals in a team must be from the same Playing Entity and meet the individual eligibility requirements of REG 4.</p> <p>TEN 9.2 In order to be selected in a team, all individuals must be registered on BUCS Play as a participant.</p> <p>TEN 9.3 Where a Playing Entity has more than one team in a Championships (Men's/Women's), and more than one fixture scheduled across these teams on a given day, priority must be given to the highest ranked team and then in descending order through their teams should the Playing Entity be unable to fulfil all scheduled fixtures. For example, a Playing Entity may NOT concede a walkover at second team level, while continuing to field a lower ranked team on the same day. Matches played in contravention of this regulation will be awarded as a walkover to the opposition, or in certain circumstances, be voided.</p> <p>TEN 9.3.1 For possible exceptions due to 'Ring Fencing' of teams, refer to TEN 9.5.</p> <p>TEN 9.3.2 Involuntary walkovers may be granted in exceptional circumstances if applied for in accordance with walkover regulations in REG 13 meaning that TEN 9.3 would be suspended in some instances. Application to suspend TEN 9.3 must be made to the BUCS Executive in advance of affected fixtures.</p>	Given that some aspects of TEN 9 (formerly TEN 8) 'Team selection and ranking lists' already superseded aspects of REG 11.1 'Team selection', replicating those that are still relevant in TEN 9 - alongside some of the other updates - helps make it clearer what regulations do apply and saves the reader having to go back and forth between multiple sets of regulations to understand team selection.
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			<p>TEN 7.4 Individuals may not be selected (listed on a team sheet) for different teams on the same day.</p> <p>TEN 7.5 Ring Fenced teams Ring Fenced teams will be denoted by their specific group being named in brackets, e.g. (Medics). Information on how to apply for Ring Fencing can be found in REG 2.6.7. Ring Fencing of teams allows for a variation to the standard team selection regulations by allowing a Playing Entity to identify separate groupings of student-athletes such as 'Medics' and as a result have separate groupings to which the team selection regulations shall apply. The below is an illustration of how team selection/student-athlete movement operates when a Playing Entity has Ring Fenced teams.</p>	
Tennis	TEN 9.6 (FORMERLY TEN 8.2)	<p>TEN 8 Team selection and ranking lists</p> <p>TEN 8.2 Ranking lists This regulation supersedes REG 11.1.3 and REG 11.1.6.</p> <p>TEN 8.2.1 Ranking lists must be completed on BUCS Play prior to the start of each season. These lists must be completed no later than the deadline in the BUCS Sport Specific Affiliations Document. Failure to submit this information will result in sanctions being imposed as outlined in the BUCS Sport Specific Affiliations Document and the possibility of</p>	<p>TEN 9 Team selection This regulation supersedes REG 11.1.</p> <p>TEN 9.6 Ranking lists</p> <p>TEN 9.6.1 There shall be separate ranking lists for the Men's and Women's Championships. The ranking lists will be available here for ease of reference.</p> <p>TEN 9.6.2 Prior to the start of the season, each Playing Entity must submit a ranked list of all the players they expect to use across their teams. These lists must be submitted no later than the deadline in the BUCS Sport Specific Affiliations Document and must feature enough individuals to field the number of teams entered. Failure to submit this information will result in</p>	<p>Under the old regulations: Playing Entities were not allowed to add to their ranking list/utilise better players who appear between ranking windows (or after the January re-ranking window at all).</p> <p>BUCS only allowed players to be added to the bottom of a ranking list between ranking windows (TEN 8.2.1) and only if they are appropriate to be there, e.g. Lower ability than all those already on the list, given that TEN 8.2.4 required players to be ranked in ability order. Whilst the intention was that TEN 8.2.1 would help with fulfilment of fixtures, it only helped if Playing Entities were able to find individuals who were not as good as those already on their list, regardless of if those already on the list were still engaged in the club/able to play.</p>

		<p>further disciplinary action. This ranking information will be available here for ease of reference.</p> <p>TEN 8.2.1.1 Ranking lists will be locked until the opening of the re-ranking windows, and cannot be changed outside the set re-ranking windows under any circumstances. Re-rankings only come into effect at the end of the re-ranking windows. The dates for the re-ranking windows will be displayed in the BUCS Sport Specific Affiliations Document.</p> <p>TEN 8.2.1.2 Institutions/Playing Entities may request to add a player to the bottom of their ranking list when the re-ranking windows are not open. Requests must be submitted and approved by the BUCS Executive in advance of the player competing in any fixtures. This is to encourage the fulfilment of fixtures and must not be manipulated. Teams found to be attempting to manipulate the rankings using this regulation will face disciplinary action under REG 5.</p> <p>TEN 8.2.2 Players must play in rank order in all matches.</p> <p>TEN 8.2.3 Teams for a fixture day must be selected in rank order. This applies across all teams, e.g. A player ranked number 8 cannot play in the 1st team if the player ranked number 7 is playing for a lower team's match that day.</p>	<p>sanctions being imposed as outlined in the BUCS Sport Specific Affiliations Document.</p> <p>TEN 9.6.3 Following the initial ranking deadline passing, ranking lists will be locked and cannot be changed except in the following circumstances:</p> <p>TEN 9.6.3.1 There shall be two re-ranking windows, during which Playing Entities can change the ranked order of existing players on their ranking list and/or remove players from their ranking list. The dates for the re-ranking windows will be displayed in the BUCS Sport Specific Affiliations Document. Changes to ranking lists made during a re-ranking window will only come into effect at the end of the window.</p> <p>TEN 9.6.3.2 Playing Entities may request to add players to their ranking list at any time during the season. Requests must be submitted to, and approved by, the BUCS Executive in advance of the player(s) competing in any fixtures.</p> <p>TEN 9.6.3.3 If a player is listed in the top four rankings and has not played any matches prior to the January re-ranking window, then that team is required to resubmit their rankings during this window, removing any such 'top four' players from the ranking list. An exception will be made at the discretion of the BUCS Executive on a case-by-case basis if sufficient proof can be provided to explain the above scenario (e.g. medical note).</p> <p>TEN 9.6.4 The order on their ranking list shall be determined by each Playing Entity with their best player ranked as 1 and the second best as 2 and so on. The order is at the discretion of each Playing Entity. It does not need to be in accordance with</p>	<p>If a Playing Entity were to add any players who were better than those already ranked, then they would be in breach of the requirement of TEN 8.2.4 that players are to be ranked in ability order, but even if they did these players would only be able to play below anyone ranked above them as TEN 8.2.2 required that players must play in rank order and TEN 8.2.3 required that teams for a fixture day must be selected in rank order.</p> <p>The old regulations therefore resulted in some players missing out on playing opportunities if they only joined a club outside of the ranking windows. (This is not the case for sports which do not have ranking lists, where individuals can join a team at any point during the season - with an exception in Rugby Union for some playoffs). They could also lead to Playing Entities listing players (either during the initial ranking window, or a re-ranking window) who are not at that point likely to play (for example they have a long-term injury or are known to the club but not starting their course for a few weeks) - this could lead to potential issues such as a player that should be ranked in the top four and only able to play for the 1st team being ranked 5th during that time and so also able to play for the 2nd team.</p> <p>Under the new regulations: Playing Entities will be allowed to add in extra players between ranking windows at the place appropriate based on their ability.</p> <p>This will mean that players who join a club outside of the ranking windows can be included at any point in the season. This will also mean that Playing Entities should not be faced with considering listing individuals on a ranking list before they are reasonably likely to play, for example if they have an existing injury that means they are unlikely to play</p>
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		<p>TEN 8.2.4 The order on the ranking list shall be determined by each institution/Playing Entity with the best singles player ranked as 1 and the second best as 2 and so on. The order is at the discretion of each institution/Playing Entity. It does not need to be in accordance with ATP, WTA or LTA ratings but institutions/Playing Entities ranking players out of ratings order may be requested to justify their ranking lists to the BUCS Executive. Failure to justify the rank order or institutions/Playing Entities deliberately ranking out of order will be referred to the BUCS Executive for disciplinary action.</p> <p>TEN 8.2.5 If a player is listed in the top four rankings and has not played any matches prior to the January re-ranking window, then that team is required to resubmit their rankings during this window, removing any such 'top four' players from the ranking list. An exception will be made at the discretion of the BUCS Executive on a case-by-case basis if sufficient proof can be provided to explain the above scenario (e.g. medical note).</p> <p>TEN 8.2.6 No player ranked (as per the published squad ranking list at the time) at number 4 or above shall be eligible to play below the 1st team (including league, playoff and knockout</p>	<p>ATP, WTA or LTA ratings, but Playing Entities ranking players out of ratings order may be requested to justify their ranking lists to the BUCS Executive. Failure to justify the rank order or Playing Entities deliberately ranking out of order will be referred to the BUCS Executive for disciplinary action.</p> <p>TEN 9.6.5 Teams for a fixture day (across all leagues, knockout competitions and/or playoffs) must be selected in rank order. This applies across all teams, e.g. A player ranked number 8 cannot play in the 1st team if the player ranked number 7 is playing for a lower team's match that day.</p> <p>TEN 9.6.6 No player ranked (as per the published squad ranking list at the time) at number 4 or above shall be eligible to play below the 1st team (including league, playoff and knockout competition matches). No player ranked (as per the published squad ranking list at the time) at number 8 or above shall be eligible to play below the 2nd team, and so on throughout a Playing Entity's teams.</p> <p>TEN 9.6.7 Individuals within a team must play in rank order in all matches.</p> <p>TEN 9.6.8 Playing Entities suspected of exploiting these ranking list regulations and/or manipulating their ranking list could face disciplinary action under REG 5.</p>	<p>for a number of weeks or if they are known to be joining the club/starting a course between ranking windows.</p> <p>There will be no requirement for Playing Entities to have to justify such additions between ranking windows, but they should be aware that they could face disciplinary action under REG 5 if they are suspected to be manipulating the ranking list.</p> <p>It will still only be possible for Playing Entities to remove players during re-ranking windows to ensure against individuals being added and removed multiple times to affect rankings on a regular basis. TEN 9.6.3.3 (formerly TEN 8.2.5) will still be in place to guard against the ranking of players at the top end in the first half of the season with no expected chance of playing, however these changes should limit the likelihood of players being ranked before they can play.</p> <p>The updated wording also reflects that fact that ranking lists will not be done on BUCS Play for now.</p>
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		<p>competition matches). No player ranked (as per the published squad ranking list at the time) at number 8 or above shall be eligible to play below the 2nd team, and so on throughout an institution/Playing Entity's teams.</p> <p>TEN 8.2.7 Any institution found to be manipulating the rankings at any point of the season will be subject to BUCS disciplinary action.</p>		
Tennis	TEN 9.7 (FORMERLY TEN 8.1)	<p>TEN 8 Team selection and ranking lists</p> <p>TEN 8.1 Team size TEN 8.1.1 Premier Tier and Championship Each team shall consist of a minimum of four and a maximum of six players. Four players shall play one singles rubber each and the fifth and/or sixth players may be selected for doubles only. Teams failing to field four players must concede a walkover.</p> <p>TEN 8.1.2 Tier 1 and below and Trophy/Conference Cup Each team shall consist of a minimum of three and a maximum of six players. Up to four players shall play one singles rubber each and the fifth and/or sixth players may be selected for doubles only. Teams failing to field three players must concede a walkover. Teams fielding three players will concede the rubbers they are unable to fulfil.</p>	<p>TEN 9 Team selection This regulation supersedes REG 11.1.</p> <p>TEN 9.7 Team size TEN 9.7.1 Premier Tier and National Championship Each team shall consist of a minimum of four and a maximum of six players. Four players shall play one singles rubber each and the fifth and/or sixth players may be selected for doubles only. TEN 9.7.2 Tier 1 and below and National Trophy/Conference Cup Each team shall consist of a minimum of three and a maximum of six players. Up to four players shall play one singles rubber each and the fifth and/or sixth players may be selected for doubles only.</p> <p>TEN 9.7.2.1 A team fielding enough players to fulfil the minimum number of players required (three), but not a full team, shall be permitted to play but shall concede the rubbers they are unable to fulfil. In such circumstances it is expected that the team would notify their opposition as soon as possible after it is known that they will not be fielding a full team of this, specifying how many players will be</p>	<p>Under the old regulations, REG 11.1.3.1 did not apply for Tennis as it sits under REG 11.1.3 which was superseded by aspects of TEN 8. TEN 8.1.2.1 did not explicitly mention walkovers, but it could be interpreted that this applied in the case of walkovers and not just sending less than full teams.</p> <p>The general principle of not conceding walkovers for higher ranked teams whilst still fulfilling lower ranked team fixtures should be maintained (including the exception for involuntary walkovers from REG 11.1.3), however the requirement to send full teams from the top down has caused unintended consequences in recent seasons where teams have suffered a 'last minute' loss of (a) player(s). Given the need for teams for a fixture day to be selected in rank order, this means that if for example the first team are at home and lose a player 'last minute' through illness and the second team are away and have already travelled, that the first team cannot 'pull-up' any players unless the second team come back. They are then stuck short and according to the old regulations this meant that all lower team fixtures could not take place that day which had a negative effect on multiple institutions, teams and student-athletes. If agreement could not be sought to rearrange any of these then there was the potential</p>

		<p>TEN 8.1.2.1 Teams only using three players must notify their opposition of this a minimum of 24 hours in advance of the fixture start time. Failure to notify the opposition will result in the forfeiture of the whole fixture unless the opposition agrees to continue to go ahead with the fixture with three players.</p> <p>TEN 8.1.2.1 Where an institution/Playing Entity has multiple teams playing on the same day, the fixtures of the higher team(s) must be prioritised from the top down when fulfilling teams. E.g. An institution/Playing Entity cannot send only three players for their 2nd team which should comprise of at least four players, whilst also putting out four or more players for their 3rd team.</p> <p>TEN 8.1.3 If a player retires prior to the official match time (as defined by TEN 7.1.2), the fulfilment of the highest rubbers should be prioritised.</p> <p>TEN 8.1.4 If a player retires during a rubber, the opponent shall be deemed to have won all the remaining games and sets necessary to win the rubber.</p>	<p>fielded. For the avoidance of doubt, if notice of being short of players is given to the opposition in advance of the fixture, the opposition team is only required to bring enough players to match the adjusted team size and the appropriate number of matches shall still be conceded. Teams found to be fielding less than a full team and conceding matches for multiple fixtures may face disciplinary action.</p> <p>TEN 9.7.3 A team unable to field the minimum number of players required shall concede a walkover, however institutions/Playing Entities with multiple teams should be aware of TEN 9.3.</p> <p>TEN 9.7.4 If a player retires prior to the official match time (as defined by TEN 7.1.2), the fulfilment of the highest rubbers the team is not able to fulfil being conceded.</p> <p>TEN 9.7.5 If a player retires during a rubber, the opponent shall be deemed to have won all the remaining games and sets necessary to win the rubber.</p>	<p>that multiple walkovers took place.</p> <p>It does not seem beneficial to change the regulations so that where short a team can call up any player, regardless of rankings, as this calls into question the standard of any additional player being sourced just to meet the required number of players and thus the experience for this player and any opponent(s). Instead, the chosen changes mean that only in cases of walkovers conceded by higher ranked teams, are lower ranked team fixtures affected and not when they are just playing short but within the regulations. The ranking list regulations offer a degree of protection against this being used so that players can drop to lower level teams for key matches.</p> <p>Whilst TEN 8.1.2.1 required that teams inform their opposition when they will not be fielding a full team, it did not make any allowance for uncontrollable reasons for late loss of players (within 24 hours) such as injury or illness and required agreement from an opposition to play with 3 players to avoid a walkover.</p> <p>Therefore, the requirement for all higher ranked teams to be a full team in order for a lower ranked team fixture to be permitted to go ahead has been removed. However, an equivalent to REG 11.1.3.1 - TEN 7.3 - will apply regarding walkovers being conceded for higher ranked teams.</p> <p>Additionally there is now an expectation that a team will inform their opposition when a full team will not be fielded as far in advance of the fixture to reduce the likelihood of the opposition bringing players who will have no playing time. No sanction will be applied for individual cases of less than a full team being fielded, or based on how much notice, if any, had been given, as teams can find themselves short of players at short notice (for example through</p>
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				injury/illness), however teams found to be doing so on multiple occasions are liable to face disciplinary action due to the impact on other teams and an expectancy that generally their institution/Playing Entity should have enough players to field full teams for all teams entered.
Tennis	TEN 12 (FORMERLY TEN 11)	<p>TEN 11 Scorecards</p> <p>Institutions/Playing Entities are required to maintain accurate records* of the matches played by their teams in case of a tie on points within a league which requires additional score information to that on BUCS Play. In such circumstances, the BUCS Executive will contact the relevant institutions/Playing Entities for details of all their league matches in order to separate the teams.</p> <p>* 'Accurate records' are taken to mean precise details of all aspects of the fixture including rubbers, games and points; won and lost.</p> <p>TEN 11.1 LTA membership (BTM) will be free to all student-athletes playing in BUCS Tennis competitions. All players must have a BTM number to ensure that their individual match results can contribute to their LTA rating.</p>	<p>TEN 12 Scorecards</p> <p>Institutions/Playing Entities are required to maintain accurate records* of the matches played by their teams in case of a tie on points within a league which requires additional score information to that on BUCS Play. In such circumstances, the BUCS Executive will contact the relevant institutions/Playing Entities for details of all their league matches in order to separate the teams.</p> <p>* 'Accurate records' are taken to mean precise details of all aspects of the fixture including rubbers, sets and games/points; won and lost.</p> <p>TEN 12.1 LTA membership (BTM) will be free to all student-athletes playing in BUCS Tennis competitions. All players must have a BTM number to ensure that their individual match results can contribute to their LTA rating.</p>	Correction to terminology used.
Tennis	TEN 13 (FORMERLY TEN 12)	<p>TEN 12 Incomplete fixtures</p> <p>TEN 12.1 In the event of a fixture being incomplete with no fault on either side, a result can be taken if four rubbers have been completed. The results shall be taken on all</p>	<p>TEN 13 Incomplete fixtures</p> <p>TEN 13.1 In the event of a fixture being incomplete with no fault on either side, a result can be taken if four rubbers have been completed. The results shall be taken on all those rubbers that have been</p>	Added to TEN 13.1 (formerly TEN 12.1) what should happen if the minimum four rubbers have not been completed (or in the case of a knockout fixture it would be a draw) and neither team at fault as this was not covered before. Coin toss chosen to decide the home team for the replay to avoid slow play by teams to try and get a guaranteed outcome.

		<p>those rubbers that have been completed.</p> <p>TEN 12.2 In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any rubbers not completed or unplayed.</p> <p>TEN 12.3 In the event of a fixture being incomplete due to an institution booking insufficient court time, their opposition may claim any rubbers not completed or unplayed.</p>	<p>completed. If four rubbers have not been completed, or in the case of a knockout competition fixture the number of rubbers completed would result in a draw, then the fixture shall be replayed. The home team for the replay will be determined by coin toss, undertaken by the BUCS Executive.</p> <p>TEN 13.2 In the event of a fixture being incomplete due to a late start, with a team at fault, their opposition may claim any rubbers not completed or unplayed.</p> <p>TEN 13.3 In the event of a fixture being incomplete due to an institution booking insufficient court time (as per TEN 7.1.1), their opposition may claim any rubbers not completed or unplayed.</p>	
Ultimate	ULT 5	<p>ULT 5 Minimum number of players for a fixture to start The minimum number of players per team required for a fixture to start will be as per the WFDF (World Flying Disc Federation) Rules of Ultimate.</p>	<p>ULT 5 Minimum number of players for a fixture to start The minimum number of players per team required for a fixture to start will be as per the WFDF (World Flying Disc Federation) Rules of Ultimate in the case of the Outdoor Championships or the UKU (UK Ultimate) Indoor Rules of Ultimate in the case of the Indoor Championships.</p>	To refer to the appropriate rulebook for each Championships (as per ULT i - ULT iii)
Ultimate	ULT 6.1	<p>ULT 6 Outdoor Championships leagues and Shield knockout competition (rounds prior to the National Finals) specific regulations</p> <p>ULT 6.1 The entire surface of the playing field must be either grass or artificial grass (3G or 4G) and should comply with WFDF (World</p>	<p>ULT 6 Outdoor Championships leagues and National Shield knockout competition (rounds prior to the National Finals) specific regulations</p> <p>ULT 6.1 Pitch surface and dimensions The entire surface of the playing field must be either grass or artificial grass (3G or 4G) and should comply with WFDF (World Flying Disc Federation)</p>	<p>To provide clarification that sand-based artificial turf is not acceptable.</p> <p>To provide specific guidance on dealing with run-off space around the pitch perimeter and limitations for changing pitch dimensions.</p>

		<p>Flying Disc Federation) requirements. Any alterations to playing facilities (size, markings, runoff space etc.) must be agreed with UKU.</p>	<p>requirements. Sand-based artificial turf pitches are not permitted. The following alterations to playing facilities are permitted for the improvement of player-safety, or if no other facility matching the requirements is available:</p> <p>6.1.1 Ideally there is a 5m run-off from the perimeter of the pitch to any fixed, hard object. Run-off may be reduced in certain circumstances, but if in doubt, revert to the minimum 5m run-off.</p> <p>6.1.1.1 Run-off may be reduced to 2m between two adjacent Ultimate fields if necessary, but in that case there should be no spectators or equipment of any kind between the two pitches. There should be a maximum of two players per team in this space and they must be standing.</p> <p>6.1.1.2 Run-off may be reduced to 3m between the ends of the pitch and goalposts that have been fitted with padded post-protectors.</p> <p>6.1.1.3 Run-off may be reduced to 2m for a change in the ground surface - e.g. where the pitch meets an athletics track. This necessarily depends on the way that the surface changes.</p> <p>6.1.2 Pitch dimensions may be reduced as follows in order to fit the pitch into a smaller playing area:</p> <p>6.1.2.1 Length may be reduced from 100m down to a minimum of 90m. If the pitch length is reduced, the endzone should be reduced to a minimum of 16m.</p> <p>6.1.2.2 Width may be reduced from 37m down to a minimum of 32m.</p> <p>6.1.3 Pitches with curtain wires running across the pitch are permitted provided that the height of the wire is at least 4m.</p>	
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Ultimate	ULT 7	<p>ULT 7 Women playing in Men's teams Female athletes are eligible to play in either a Women's or Men's team. However, once a female player selects to play in a specific gender competition they must remain in that competition for the remainder of the season. Indoor and Outdoor competitions are treated independently for the application of this regulation. E.g. a female athlete may compete in a Women's Indoor team, and a Men's Outdoor team.</p>	<p>ULT 7 Women playing in Men's teams Women may play for either men's or Women's teams, however once an individual is selected for a team in a specific Championships (Men's or Women's) they may not then compete for a team in the other Championships for the remainder of the season. The Indoor and Outdoor Championships are treated independently for the application of this regulation, for example an individual may compete for a Women's Indoor team and a Men's Outdoor team.</p>	<p>Wording more closely aligned with that of equivalent regulations for other sports.</p>
Volleyball	VOL 4.1.1	<p>VOL 4.1.1 A minimum hall booking of two hours is required. This shall comprise at least 10 minutes general warm up and 10 minutes for hitting and serving, leaving at least one hour and 40 minutes for the match. In the case of Premier Tier/Championship fixtures, the minimum hall booking should be 2.5 hours.</p>	<p>VOL 4.1.1 A minimum hall booking of 2.5 hours is required. This shall comprise at least 10 minutes general warm up and 10 minutes for hitting and serving (as per FIVB rule 7.2), leaving at least two hours and 10 minutes for the match.</p>	<p>For the past few seasons there have consistently been reports from institutions of fixtures not being able to be concluded in a two hour court booking. Requests to change this to 2.5 hours were received from multiple regions and the SAG agreed that the minimum hall booking time should be 2.5hrs for all tiers to ensure that 5 set matches can be accommodated in the allocated time.</p> <p>This will result in a reduction to the number of fixtures which need to be rearranged as a result of them not reaching a conclusion. These rearrangements cause additional time, effort and expenditure to be required by both the home and away institution.</p>
Volleyball	VOL 4.2.1.3	<p>VOL 4.2.1.3 The roof height should be a minimum of 6m from the playing surface.</p>	<p>VOL 4.2.1.3 For Premier Tier/National Championship fixtures, the free playing space (the space above the playing area which is free from any obstructions) shall measure a minimum of 7.5m in height from the playing surface. For all other fixtures,</p>	<p>This change for Premier Tier/Championship fixtures is in line with Volleyball England's NVL Super League regulations and is in keeping with the level of play/player involved in BUCS Premier Tier competitions.</p> <p>The change in language used to refer to "free playing space" for all fixtures is in line with the FIVB rules</p>

			the free playing space shall measure a minimum of 6m from the playing surface.	and provides clarity that it is not just the height of the roof that matters, but also any objects which may hang from this above the playing area.
Volleyball	VOL 8 (NEW)	<p>FIVB Official Volleyball Rules</p> <p>4.3 EQUIPMENT A player's equipment consists of a jersey, shorts, socks (the uniform) and sport shoes.</p> <p>4.3.1 The colour and the design for the jerseys, shorts and socks must be uniform for the team (except for the Libero). The uniforms must be clean.</p> <p>4.3.2 The shoes must be light and pliable with rubber or composite soles without heels.</p> <p>4.3.3 Players' jerseys must be numbered from 1 to 20. (In FIVB, World and Official Competitions for Seniors, where larger playing squads are used, numbers may be extended.)</p> <p>4.3.3.1 The number must be placed on the jersey at the centre of the front and of the back. The colour and brightness of the numbers must contrast with the colour and brightness of the jerseys.</p> <p>4.3.3.2 The number must be a minimum of 15 cm in height on the chest, and a minimum of 20 cm in height on the back. The stripe forming the numbers shall be a minimum of 2 cm in width.</p> <p>4.3.4 The team captain must have on his/her jersey a stripe of 8 x 2 cm underlining the number on the</p>	<p>VOL 8 Playing kit The FIVB Official Volleyball Rules shall apply, with the following variations:</p> <p>VOL 8.1 Allowable shirt numbers shall be any number from 1 to 99. No two players in a team may wear the same number in a single match.</p> <p>VOL 8.2 The colour and the design for the shorts and socks are not required to be uniform for the team, nor are libero players required to wear different dominant coloured/contrasting shorts or socks from the rest of the team.</p> <p>VOL 8.3 The team captain is not required to have on their shirt a stripe of 8 x 2 cm underlining the number on the chest.</p>	<p>The requirements of the FIVB Official Volleyball Rules which BUCS follows are higher than is required. For example, there is no reason to limit to shirt numbers 1 to 20 or to require shorts and socks to be of a matching colour as this is not required in a lot of other domestic competitions in the UK that teams will participate in.</p>

		<p>chest.</p> <p>4.3.5 It is forbidden to wear uniforms of a colour different from that of the other players (except for the Liberos), and/or without official numbers.</p> <p>19.2 EQUIPMENT</p> <p>The Libero player(s) must wear a uniform (OR JACKET/BIB FOR THE REDESIGNATED Libero) which has a different dominant colour from any colour of the rest of the team. The uniform must clearly contrast with the rest of the team. The Libero uniforms must be numbered like the rest of the team. (For FIVB, World and Official competitions, the re-designated Libero should, if possible, wear the same style and colour of jersey as the original Libero, but should keep his/her own number.)</p>		
Volleyball	VOL 11 (FORMERLY VOL 10)	<p>VOL 10 Scoresheets All BUCS fixtures should be fully recorded on an FIVB scoresheet. Failure to use an FIVB scoresheet for a Premier Tier/Championship match will result in a £50 fine.</p> <p>VOL 10.1 It is the responsibility of the home team to keep a copy of the match scoresheet until the end of the season.</p>	<p>VOL 11 Scoresheets All BUCS fixtures must be fully recorded on an FIVB scoresheet which should be provided by the home team. Failure to use an FIVB scoresheet will result in the forfeiture of a match by the home team where this is proven.</p> <p>VOL 11.1 It is the responsibility of the home team for each fixture to keep a copy of the scoresheet until the end of the season. In the case of a match appeal or dispute regarding a result, the home team must be able to produce the scoresheet to BUCS when requested.</p>	<p>The SAG has been made aware of a number of cases of FIVB scoresheets not being used, including at Premier Tier/Championship fixtures. Use of FIVB scoresheets is fundamental to competitive fixtures taking place - matches cannot be officiated competently without them.</p>

Water Polo	WAT i - WAT iii	<p>WAT i The BUCS Water Polo Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the FINA Water Polo Rules*.</p> <p>WAT ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>WAT iii In the event that these regulations contradict those of the FINA Water Polo Rules*, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>*Please note that BUCS WILL be adopting the FINA Water Polo Rules, published in February 2019, for the 2019-20 season, with the following exceptions that are not being adopted and will be reviewed for 2020-21:</p> <ul style="list-style-type: none"> - The use of a time-out button for team officials. - The introduction of an ADDITIONAL Re-entry area between the goal line and the centre field line on the team’s half of field of play (for flying substitution). - The use of automatic visual effects, surrounding the penalty box. i.e. Signalling the last five 	<p>WAT i The BUCS Water Polo Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the FINA Water Polo Rules*.</p> <p>WAT ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>WAT iii In the event that these regulations contradict the FINA Water Polo Rules*, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.</p> <p>*Please note that the following FINA Water Polo Rules are not currently being adopted by BUCS and will be reviewed for 2022-23:</p> <ul style="list-style-type: none"> - The use of a time-out button for team officials. - The introduction of an ADDITIONAL Re-entry area between the goal line and the centre field line on the team’s half of field of play (for flying substitutions). - The use of automatic visual effects, surrounding the penalty box. i.e. Signalling the last five seconds of the expiration of the exclusion time or the time when the excluded player is allowed to come back into the game. -The use of video monitoring system to determine goal or no goal (WP 11 Video Assistant Referee). -The use of audio equipment by the game referees. 	<p>No changes to the exceptions, but wording updated/retained for clarity and as per stated review.</p>
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		<p>seconds of the expiration of the exclusion time or the time when the excluded player is allowed to come back into the game.</p> <p>-The use of video monitoring system to determine goal or no goal (WP 11 Video Assistant Referee).</p> <p>-The use of audio equipment by the game referees.</p> <p>-The use of the GVMS (Game Video Monitoring System) for identifying and sanctioning incidents of brutality or extreme violence that occurred but were not appropriately punished or identified during a game.</p> <p>As ever, any BUCS regulations shall supersede the FINA Water Polo Rules, unless specifically stated otherwise.</p>	<p>-The use of the GVMS (Game Video Monitoring System) for identifying and sanctioning incidents of brutality or extreme violence that occurred but were not appropriately punished or identified during a game.</p>	
Water Polo	WAT 3	<p>WAT 3 Facility requirements</p> <p>WAT 3.1 Men's and Women's Premier Tier/Championship</p> <p>WAT 3.1.1 All matches shall be played in pools which meet the dimensions of the FINA Water Polo Rules, with the exception of WP 1.8. In addition, the depth of the water shall be consistently not less than 1.50 metres. The opposition should be made aware of the dimensions when confirming the game as per REG 9.5.</p> <p>WAT 3.1.2 Shot clocks are compulsory.</p> <p>WAT 3.2 Men's and Women's Tier</p>	<p>WAT 3 Field of play and equipment</p> <p>WAT 3.1 Field of play dimensions</p> <p>WAT 3.1.1 Where "floating goals" are used, the distance between the goal lines shall not be less than 20 metres and not more than 30 metres for Men's fixtures or 25 metres for Women's fixtures. Where "floating goals" are used, the boundary of the field of play at each end shall be not less than 0.30 metres behind the goal line. Where "wall-mounted goals" are used, the length of the pool from wall to wall must not exceed 25 metres nor be less than 22 metres. Where "wall-mounted goals" are used, the boundary line of the field of play at each end shall be the pool wall behind</p>	<p>For clarity. The change for 2019-20 to strictly follow FINA rules (rather than just mention the minimum pool size) did not provide clarity as to options for when "wall mounted goals" were used, and also suggested too high a requirement in terms of space and markings around the field of play, including the exclusion re-entry areas.</p> <p>Removed requirement to inform opposition of dimensions in advance.</p>

		<p>1/Trophy and Tier 2 and below/Conference Cup</p> <p>WAT 3.2.1 All matches shall be played in pools which meet the dimensions of the FINA Water Polo Rules, with the exception of WP 1.8. In addition, the depth of the water shall be consistently not less than 1.50 metres. The opposition should be made aware of the dimensions when confirming the game as per REG 9.5.</p> <p>WAT 3.2.2 Shot clocks are not compulsory. Where a shot clock is not provided it is a requirement to have an audible whistle to signal the end of possession.</p>	<p>the goal line.</p> <p>WAT 3.1.2 The width of the field of play shall be not less than 10 metres and not more than 20 metres.</p> <p>WAT 3.1.3 The depth of the water within the field of play shall be consistently not less than 1.50 metres.</p> <p>WAT 3.2 Markers Distinctive marks shall be provided on both sides of the field of play to denote the following: white marks – goal line and half distance line; red marks – 2 metres from goal lines; yellow marks – 6 metres from goal lines; red marks shall be placed 5 metres from goal lines to indicate the point from which a penalty shot must be taken. It should be noted that the sides of the field of play do not have to be lane ropes and can be the side pool walls, however if the pool is more than 20 metres wide, properly marked/coloured sidelines (lane ropes) are required.</p> <p>WAT 3.3 Exclusion re-entry areas</p> <p>WAT 3.3.1 A red mark shall be placed at each end of the field of play, 2 metres from the corner of the field of play on the side opposite to the officials table, to denote the exclusion re-entry area.</p> <p>WAT 3.3.2 The exact dimensions of the re-entry area will be determined by the dimensions of the pool, the dimensions of the field of play and whether “floating goals” or “wall-mounted goals” are being used. If not clearly marked by lane ropes and/or the pool walls, prior to the start of the match the referees should inform the team captains of the specific boundaries of the re-entry area.</p>	
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Water Polo	WAT 3	AS ABOVE	<p>WAT 3 Field of play and equipment</p> <p>WAT 3.4 Sufficient space shall be provided to enable the referees to have free movement from end to end of the field of play.</p> <p>WAT 3.5 The table officials shall be provided with separate white, blue, red and yellow flags, each measuring 0.35 metres x 0.20 metres.</p> <p>WAT 3.6 Goals</p> <p>WAT 3.6.1 Two goal posts and a crossbar, rigidly constructed, rectangular with a dimension of 0.075 metres facing the field of play and painted white shall be located on the goal lines at each end, equal distances from the sides.</p> <p>WAT 3.6.2 The inner sides of the goal posts shall be 3 metres apart and the underside of the crossbar shall be 0.90 metres from the water surface.</p> <p>WAT 3.6.3 For "floating goals", limp nets shall be securely fastened to the goal posts and crossbar to enclose the entire goal area and shall be attached to the goal fixtures in such a manner as to allow not less than 0.30 metres clear space behind the goal line everywhere within the goal area. For "wall-mounted" goals, the goal space shall be a minimum of 0.4572 metres deep without any obstructions and they must have a backing that is loosely attached to the goal fittings to enclose the goal space in front of all supports.</p> <p>WAT 3.7 Possession/Shot clocks For Premier Tier/Championship fixtures</p>	AS ABOVE
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			possession/shot clocks are compulsory. For all other fixtures, possession/shot clocks are not compulsory, but where not provided it is a requirement to have an audible whistle to signal the end of possession.	
Water Polo	WAT 6 (FORMERLY WAT 6/WAT 7/FINA WP 5.1)	<p>WAT 6 Squad size The maximum squad size shall be 13 players.</p> <p>WAT 7 Minimum number of players for a fixture to start The minimum number of players per team required for a fixture to start will be six.</p> <p>FINA WP 5.1 Each team shall consist of a maximum of thirteen players: eleven field players and two goalkeepers. A team shall start the game with not more than seven players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap. Five reserves may be used as substitutes and one reserve goalkeeper who may be used only as a substitute goalkeeper. A team playing with less than seven players shall not be required to have a goalkeeper.</p>	<p>WAT 6 Teams and substitutes FINA WP 5 shall be followed with the following exceptions:</p> <p>WAT 6.1 Squad size Each team shall consist of a maximum of thirteen players: eleven field players and two goalkeepers. A team shall start the game with not more than seven players, one of whom shall be the goalkeeper and who shall wear the goalkeeper's cap. Six reserves may be used as substitutes. One of the reserves may also be used as a substitute goalkeeper but must wear a red cap. A team playing with less than seven players shall not be required to have a goalkeeper.</p> <p>WAT 6.2 Minimum number of players for a fixture to start The minimum number of players per team required for a fixture to start will be six.</p> <p>WAT 6.3 At any time in the game, a player may be substituted by leaving the field of play at the team's designated substitution areas. The substitute may enter the field of play from the exclusion re-entry area as soon as the player has visibly risen to the surface of the water within the re-entry area. Substitution from the designated lateral substitution area is allowed when both players, the exiting player and the substitute, are in the water, outside of the</p>	<p>Since the current version of FINA WP 5.1 was introduced in 2013, the BWPL and other competitions in the UK have not required teams to have a reserve goalkeeper as their sixth reserve. FINA WP 5.1 has also not been applied as written at previous BUCS fixtures including finals at BUCS Big Wednesday. These amendments are intended to align to what happens in the BWPL and other UK competitions.</p>

			<p>field of play and touch hands above the water. If the team has less than seven players, the team shall not be required to have a goalkeeper. No substitution shall be made under this Rule between the time a referee awards a penalty throw and the taking of the throw.</p> <p>[NOTE: In the event that the goalkeeper is not entitled or able to participate, a team playing with seven players shall be required to play with an alternative goalkeeper who shall wear a red cap.]</p> <p>WAT 6.4 FINA WP 5.9 shall not apply.</p> <p>WAT 6.5 Should a goalkeeper retire from the game through any medical reason, the referees shall allow an immediate substitution.</p>	
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