

TORONTO RUGBY UNION DEFAULT MATCH & FINE PROCESS

That the reasons and purpose of the default fine process is to ensure registered teams within the Toronto Rugby Union hold to their league obligations to fulfill fixtures with other teams, and be held accountable when this is not done so.

That if a **scheduled league or playoff game** is defaulted by a team, that team shall receive a **Notice of Default & Fine** which shall be a written notice from the Director of Game via email. This notice shall be sent within 72 hours of the alleged default.

That exhibition games cannot be noted in default.

That playoff games shall include non-Cup, or, consolation rounds of playoffs. Even if a team is eliminated from their respective Cup Championship or promotion eligibility, they are expected to fulfill the further scheduled playoff matches.

That a Notice of Default & Fine shall list the *particulars of the match, fine amount, ability to contest, and method of payment.*

A team may be considered in default for any of the following reasons;

- *failure to fulfill the fixture,*
- *failure to kick-off within 15 minutes of the scheduled time,*
- *failure to field a minimum of 12 players on the field at the scheduled kick-off time, or*
- *use of non-registered or ineligible players.*

This list is not meant to be exhaustive, but refer to the main reasons for defaulting a match.

A team who receives a Notice of Default & Fine shall have **48 hours** of the notice being sent to contest the default. Notice of contesting the fine shall be sent by the club's president, or designate, providing written reasons via email to the Director of Game. Reasons that could be considered by the Director of Game may include;

- *unforeseen circumstances such as a medical emergency, or a transportation issue,*
- *that an agreement between both teams was made in advance to alter the rules of the game to accommodate special circumstances, such as playing with less than 12 players per team, or, changing the scheduled time*
- *that a meaningful and competitive game of rugby was still held despite a technical default occurring.*

This list is not meant to be exhaustive, but to refer to the main reasons for defaulting a match.

That if the team who receives the Notice of Default & Fine does not contest the default, the team shall pay the fine to the TRU within **7 days** of having received the Notice of Default & Fine.

That if the team contests the Notice of Default & Fine, the Director of Game shall decide if the default fine shall stand, or be waved, and shall provide written notice via email to the team of his or her decision at the earliest opportunity. There is no right of appeal from the decision of the Director of Game. If the default stands, the team shall pay the fine within 7 days of the decision being sent.

Failure to pay the fine within 7 days shall result in a further **Notice of Increased Penalty** sent to the team which shall state the particulars of the further penalty. The Director of Game shall notify the TRU Board of Directors of a team's failure to pay a default fine and shall recommend a further penalty, which must be approved by the Board. Penalties for not paying the default fine on time may include;

- *a warning*
- *increase in fine (\$250, \$500 and escalating)*
- *loss of league points in standings*
- *loss of home games*
- *deemed ineligible for playoffs*
- *suspension or expulsion from the Toronto Rugby Union.*

This list is not meant to be exhaustive, but to refer to the main reasons for defaulting a match.

A team may appeal the Notice of Increased Penalty via written email within 24 hours of having received the notice. The team appealing the Notice of Increased Penalty shall do so to the President of the Toronto Rugby Union, who shall provide written notice via email to the team of his or her decision at the earliest opportunity.