



Saint John Touch Rugby League Inc.

CONSTITUTION

ARTICLE 1: NAME

The name of the organization shall be the **Saint John Touch Rugby League Inc.**, herein after referred to as the **SJTRL**.

ARTICLE 2: OBJECTIVES

- To promote the development of, and participation in the game of touch rugby in Saint John, New Brunswick, Canada.
- To operate within the rules and regulations of the **Federation of International Touch (FIT)**, with the exclusion of any amendments or enhancements stipulated in the By-laws or League Rules of the SJTRL.
- To promote an atmosphere of cooperation, friendliness and inclusivity among the members of the League.
- To provide all its services in a way that is fair and equitable to everyone.

ARTICLE 3: MEMBERSHIP AND FEES

- Membership of the League shall be open to anyone interested in touch rugby on application.
- The Executive Committee may refuse membership, or remove it, only for good cause such as conduct of character likely to bring the League or the sport of touch rugby into disrepute.
- Membership fees shall cover the field rental fees, referees, equipment, and any other approved budgetary items required for the touch rugby season.
- Members shall pay a membership fee as determined in consultation with the Executive Committee based on the touch rugby season cost.

ARTICLE 4: INCOME

- The income of the SJTRL shall be obtained by means of memberships.
- All surplus income or profits are reinvested in the League.
- The Executive Committee shall at no time benefit directly or indirectly for personal use of the income from the SJTRL.
- All expenditure exceeding \$50.00 other than fixed charges shall be approved by the Executive Committee prior to the transaction.
- In the event of the dissolution of the SJTRL, all remaining assets after the payment of all debts and obligations are remitted to the following organization(s) equally promoting the sport of rugby in Saint John, New Brunswick, Canada. **Saint John Trojans RFC**



Saint John Touch Rugby League Inc.

ARTICLE 5: THE EXECUTIVE COMMITTEE

- The affairs and overall management of the League shall be conducted by the Executive Committee.
- The Executive Committee is empowered to make decisions regarding the day-to-day operations of the League such as, acting within the approved budgetary provisions, to purchase assets, pay bills, and authorize expenses incurred on behalf of the League.
- The Executive Committee will be elected at the Annual General Meeting (AGM) of the League.
- The Executive Committee is composed of the following officers:
 - President
 - Vice-President
 - Treasurer
 - Secretary
- The duties of the officers:

President	<ul style="list-style-type: none"> ● Organize and lead League Meetings ● External relations and League promotion ● Enforce the observation of the Constitution of the League
Vice-President	<ul style="list-style-type: none"> ● Act for President in their absence ● Chair the Discipline Committee ● Establish and Coordinate Referees
Treasurer	<ul style="list-style-type: none"> ● Manage budget and all banking business ● Maintain proper accounting records ● Pay Officials, Fields and other expenses ● Collect Membership Fees ● Provide a financial statement to the league
Secretary	<ul style="list-style-type: none"> ● Prepare Meeting Agendas ● Document and distribute Meeting Minutes ● Prepare Schedule for the season ● Other Correspondence (if applicable) ● Review and Maintain League Rules, By-Laws and Constitution ● Social Media & Website management



Saint John Touch Rugby League Inc.

ARTICLE 6A: ANNUAL GENERAL MEETING (AGM)

- The AGM of the SJTRL shall be decided by the Executive Committee, but must not be held any later than the end of February.
- Fourteen (14) days notice must be given to all members of the date, time and place of the AGM.
- Business transacted shall include:
 - the report of the President;
 - the report of the Vice-President;
 - the report of the Treasurer;
 - the report of the Secretary;
 - old business;
 - election of officers;
 - consideration of amendments or alterations of the Constitution, By-laws or League rules;
 - any other business which has been properly notified to the Executive Committee prior to the AGM.

ARTICLE 6B: SPECIAL GENERAL MEETING

A Special General Meeting may be called on a motion of the majority of the Executive Committee or to discuss an upcoming season. There must be a fourteen (14) days notice given to all the Executive Committee of the date, time, location and of the business to be transacted there at.

ARTICLE 7: QUORUM

There must be at least two Executive Committee members present.

ARTICLE 8: VOTING

All matters voted by the Executive Committee will be decided by majority vote. In case of ties, the motion will be bypassed. If only two Executive Committee members are present, both must vote the same otherwise the item will be bypassed.

ARTICLE 9: ELECTION OF OFFICERS SHALL BE ELECTED AT THE AGM

Nominees must be a minimum age of 18 and in good standing with the SJTRL.

- The election of officers shall be a two year term.



Saint John Touch Rugby League Inc.

ARTICLE 10: POWER OF THE EXECUTIVE COMMITTEE

The Executive Committee shall transact and control the whole of the affairs of the SJTRL.

ARTICLE 11: DISCIPLINE COMMITTEE

A Discipline Committee shall be appointed by the Executive Committee. Three members shall form a quorum. It will be chaired by the Vice-President. The Discipline Committee will enforce the SJTRL Discipline Policy.

ARTICLE 12: TENURE OF EXECUTIVE

- Executive officers shall hold office for two years subjected to:
 - Any Executive officer who resigns must do so by written notice to the Executive.
 - Any Executive officer may be removed from office by a majority vote at a Special General Meeting called for this purpose.
 - Any member of the Executive who without reasonable excuse misses three (3) consecutive meetings of the Executive is deemed to have vacated office.



Saint John Touch Rugby League Inc.

BY-LAWS

1: THE SJTRL DISCIPLINE POLICY

It is the duty of the referees to ensure that the game at every level is conducted in accordance with disciplined and sporting behavior. The SJTRL will abide by the Rules and Regulations governing the play of touch rugby as defined by Federation of International Touch (FIT) and the by-laws established by the SJTRL.

- Any player sent off (2 yellows or 1 red) during a single SJTRL game shall serve an automatic two (2) game suspension. The suspension shall carry over into the playoffs or into the next season if necessary. The SJTRL Disciplinary Committee are mandated to automatic review of all red cards for consideration of further sanctions.
- The players name, date of the sent off and method (2 yellows or 1 red) will be filed.
- The referee's report must be received by the Executive Committee no later than 1 business day following when the player was sent off.
- Upon receipt of the report, the Disciplinary Committee will convene within 1 business day. After review of the report, if the Disciplinary Committee recommends punishment exceeding the two (2) game suspension, the process will proceed as follows:
 - The player involved shall immediately receive notice that they are suspended from the game of touch rugby until further notice by the Disciplinary Committee.
 - The player shall have the opportunity, after notice is given, to present their version of the incident and any other related concerns. The player's version shall include the date of the incident, the referee's name, and sufficient detail including the names of witnesses and contact information in order to support their version. If presented in person, the player has the right to council, to call witnesses, to know the case they have to meet, and to present the case on their behalf.
 - The Disciplinary Committee shall have the right to consider all evidence and testimony before rendering a decision on whether to dismiss the suspension or impose a reasonable penalty as prescribed by the seriousness of the incident.
 - In deciding on the sanction, the Disciplinary Committee may consider any previous incident reports filed against that particular player and when a person is suspended for two (2) red card offences in one season, they shall not be permitted to play touch rugby for a period of one year.
 - The SJTRL Disciplinary Committee reserves the opportunity to review any incident even if not cited on the field during the game or surrounding a field.
 - The SJTRL Disciplinary Committee will enforce a default 1 year suspension to any player receiving 2 red cards in a 365 day period.



Saint John Touch Rugby League Inc.

2: APPEAL OF THE DISCIPLINARY COMMITTEE'S DECISION

- Appeals of the decisions of the Disciplinary Committee shall be made to the SJTRL Executive Committee via the President.
- Appeals may be launched by the disciplined player; player against whom the incident took place; or the Referee.
- All appeals must be presented to the President within thirty (30) days of the Disciplinary Committee's decision and must fall under one or more of the following acceptable grounds:
 - new and pertinent information that was not available at the initial hearing;
 - the question of whether the Disciplinary Committee has exceeded its authority of jurisdiction as defined by this policy; or
 - the appropriateness of the sentence or conditions imposed.
- The Board of Directors shall deal with the appeal as soon as practicable. In the interim, any sanctions imposed by the committee shall remain in effect.
- Board members who have prior involvement in the incident or disciplinary action shall be excluded from the discussion and decision making on the appeal. The parties to the appeal shall not have an automatic right of appearance and all appeals shall be paper appeals with the decisions rendered in writing.
- The decision of the Board relating to any appeal shall be final and binding upon the parties to the matter of the appeal.



Saint John Touch Rugby League Inc.

3: DETERMINATION OF STANDINGS AND PLAYOFF FORMAT

- The procedure for determination of standings for the regular season shall be as follows:
 - 2 pts for winning a game
 - 1 pt for a Draw/Tied game
- Playoff Format shall be based on regular season seeding.
 - Normal structure for the Playoffs will be 4@1 and 3@2 followed by the Finals
 - Playoff structure may be altered depending on the number of teams. Final playoff structure will be confirmed at the Annual General Meeting or a scheduling meeting, should the structure not be completed at the AGM.
 - Should there be exceptional circumstances during the course of the season, (example: team is unable to continue play), the Executive Committed will determine and update structure and advise members.
- Should there be a tie in the standings at the end of the regular season the tie breaking formula will be as follows:
 - Out of the games that were played between the tied teams will determine which place they finish.
 - Most points (Pts) from the won-lost-draw finishes higher
 - Best net from the tries scored (TF) minus the tries allowed (TA)
 - Still tied? Use all the games to determine which place they finish.
 - Best net from the tries scored (TF) minus the tries allowed (TA) from all games
 - Most tries scored (TF) from all games
 - Least tries allowed (TA) from all games
 - Coin Toss

4: EXTRA TIME AND THE DROP OFF

- There shall be no overtime for regular season games ending in a tie at full time.
- In the Playoffs and Finals, when the score is tied, a two (2) minute extra time is played.
- Should the game remain tied at the end of the extra time, the match is paused while each team removes a player to go to 5v5. Play resumes with the first team score winning. Teams drop off players every two (2) minutes until they are down to three (3) players. The first team to score wins the match.



Saint John Touch Rugby League Inc.

5: TEAM IS SHORT PLAYERS

If a team has less than the required number of players to start the match, the opponent has the option to agree to play with the same number of players on a width restricted field.

The minimum number is four (4) players from each team on the field at one time.

For each player that is absent, the width of the field is decreased by 10m. The six (6) players per team width is set at 50m.

- 5 players width is decreased to become 40m
- 4 players width is decreased to become 30m

If a team is unable to field the minimum number of required players, the match will be a forfeit. This will be a 5-0 victory for the team that had the minimum number of required players.

Teams that repeatedly forfeit may face further sanctions from the executive.

If both teams are unable to field the minimum number of required players, the match will be a 0-0 tie/draw.