

Forfeit Policy

It is important to North Atlantic Collegiate Rugby (NACR) that all scheduled matches are played. This Forfeit Policy is established to provide guidance and sanctions in the event a forfeit occurs. Teams are expected to do everything in their power to ensure matches take place, even if adjustments must be made to format or roster numbers.

If a team is unable to fulfill a scheduled match, they are required to notify the following individuals no later than 12:00 PM on the Wednesday prior to the match date (for example, if the match is on Saturday, the notification must be sent by Wednesday at noon):

- The appropriate Divisional Director
- The NACR Chief Operating Officer (COO)
- The opponent's Match Secretary or Coach
- The Referee Assignor (NERRS)
- The assigned Referee, if already named

Match Forfeits

NACR recognizes three categories of forfeits:

- Non-Played Forfeits
- Administrative Forfeits
- Played Forfeits (Well-Played Forfeits)

Non-Played Forfeits

A non-played forfeit occurs when a team cannot field the minimum number of players, fails to secure a home field, fails to secure proper Medical Coverage, or has not arranged for referee coverage through MatchFacts and NERRS.

Administrative Forfeits

Administrative forfeits are imposed as the result of violations of registration or NACR policies. These may occur after a match has been played. Examples include the use of an ineligible player or non-compliance with roster and reporting guidelines. Administrative forfeits are recorded as a 28-0 win for the non-offending side, which also receives the full five league points. The offending team will receive a -1 Bonus Point in the standings. A first administrative forfeit does not automatically remove a team from playoff contention, but repeated offenses may result in further review by the NACR Board of Directors & Disciplinary Committee.

Played Forfeits / Well-Played Forfeits

NACR encourages teams to make every effort to play rugby, even if they must officially forfeit due to roster shortages. A match may be recognized as a Played Forfeit (also referred to as a Well-Played Forfeit, or WPF) if it includes at least twelve players per side and at least forty minutes of rugby. Guest players may be used, provided they are of age and properly registered and otherwise eligible to participate within either NCR or USA rugby. Furthermore, the guest player must be associated with a college that is in the same division. In these cases, the result will be recorded in standings as a 28-0 win for the non-offending team, but the forfeiting team will remain in good standing with the conference.

Sanctions for Non-Played Forfeits

When proper notification is not given by Wednesday at noon, or when the required individuals are not included in the communication, the following sanctions will apply:

- First Offense:
 - The forfeiting team must pay referee costs, regardless of whether they were the home or away team. Until these fees are paid, the team will be considered non-compliant with NACR.
 - The team will also will receive a –1 Bonus Point in the standings.
- Second Offense:
 - The forfeiting team must again pay referee costs and will receive a –1 Bonus Point in the standings.
 - In addition, the team will be required to post a \$150 Forfeit Deposit with NACR before being allowed to play any further matches. This deposit will be returned if the team fulfills the remainder of its schedule. If another match is forfeited without proper notification, the deposit is forfeited.
- Third or Subsequent Offenses:
 - The forfeiting team must pay referee costs and will receive a –1 Bonus Point in the standings.
 - The team will no longer be eligible for the postseason. Additional sanctions may be imposed by the NACR Board of Directors & Disciplinary Committee as deemed necessary. Furthermore, team administrators will be required to meet with the NACR Board to discuss remedies before being reinstated to play further matches and a school administrator must be included.

Standings Recording

Forfeited matches are recorded in standings as a 28–0 win for the non-offending side, which will also receive five league points. The offending team receives a –1 Bonus Point in the standings. Acceptable (Good Faith) matches will not result in a -1 Bonus Point in standings.

Acceptable vs. Unacceptable Match Examples

Acceptable (Good Faith)

- Playing 13 v 13 when both teams are short.
- Borrowing players from the opponent to make a side.
- Agreeing to uncontested scrums for safety.
- Shortening halves by mutual agreement.
- Playing as a WPF (28–0 in standings) but honoring the fixture.

Unacceptable (Not Permitted)

- Canceling because the opponent only has 14 players.
- Refusing to travel due to low roster numbers.
- Declaring a forfeit on Friday night without notice.
- Canceling because the drive is “too long” despite options to play.
- Unilaterally canceling without NACR approval.