

YCRC Dispute Resolution Procedure

1. Club Disputes shall be referred to the Club chairman (or if that person is a party to the dispute to another officer of the Club) who will appoint an independent person to act as a mediator between the parties. The mediator may be a member of the Club or a member of another Club.
2. If the mediator is unable to bring about a satisfactory settlement, the Club shall appoint an independent panel (the 'panel') to determine the dispute.
3. The panel shall consist of up to three persons who have not been involved in the dispute. The parties shall be given the opportunity to object (on reasonable grounds) to any of the members of the panel within seven days of their appointment.
4. The panel members shall appoint one of their number to act as the chair of the panel and either appoint another of their number, or alternatively appoint an additional person without any other powers, to act as the clerk of the hearing.
5. The chair of the panel shall arrange the date of the hearing and notify the parties of the arrangements at least fourteen days in advance of the date set. The notified date shall not be changed unless one or more of the parties has a compelling reason for not being able to attend on the notified day or time.
6. The procedure shall be flexible and it shall be the responsibility of the chair of the panel to ensure the orderly, fair and effective conduct of the hearing.
7. Each party must have a reasonable opportunity to give and call evidence, address the panel and present their case. The chair of the panel shall have the discretion to limit the number of witnesses that would otherwise have been called.
8. The panel shall come to a decision as soon as reasonably practicable after the hearing and if possible announce its findings and decisions orally to the parties.
9. The chair of the panel shall notify the parties and, if the Club was not a party to the dispute, the Club in writing of the findings and decisions within five days of the hearing.

V.1 October 2020