

ROPSSAA RUGBY

PLAYING REGULATIONS

1. **DATE**

- (a) The starting times for league games shall be determined by the convenor on a school by school basis. Both teams must be able to be at the site and ready to warmup 30 minutes before game time.
 - game time will be 3:30pm for single games, and 3:30pm and 4:30pm for doubleheader games, start times maybe changed to reflect the availability of fields, officials and teams.
 - breaks between games of doubleheaders will be 5 minutes only.
- (b) The championship date(s) will be confirmed at the pre-season meeting.

2. **LOCATION**

- (a) The location of the finals will be at the school of the Convenor or at a site deemed suitable and announced by the Convenor at the pre-season coaches meeting.

3. **ELIGIBILITY**

- (a) All competitors must meet the eligibility requirements as per Article X of the ROPSSAA Constitution.
- (b) The age classifications for ROPSSAA rugby shall be,
 - (i) A Senior must not have reached their 19th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1990 or later).
 - (ii) A Junior must not have reached their 15th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1994 or later). In addition they must be in their 1st or 2nd year of highschool.
 - (iii) The official birthdate shall be that recorded in the student O.S.R.
- (c) Team Eligibility
 - (i) Individuals are eligible for 1 level of competition only.
 - (ii) For teams sports, individuals must have participated in a least 50% of their team's league games to be eligible for playoffs. Players missisng game due to injury (INJ), or awaiting transfer approval (ATA) must appear so designated on a game sheet to maintain their eligibility. Games missed due to injury are subject to review of a doctors note. Players under game or school suspension may not have their name included on a gamesheet for participation percentages.

- (iii) All game sheets/rosters are to include the name of all those in the bench area (players, coaches, managers). In order to be in the bench area an individual's name must appear on the eligibility sheet. Players under game or school suspension may not sit in the bench area.
- (iv) Individuals are deemed to have played if their name appears on a gamesheet. Individuals must be present at a game to be included on a gamesheet.
- (v) A staff member must be present in the bench area from the start of the warmup until the last competitor has left the area.

4. OPERATING STRUCTURE

- (a) (i) Competition will be 15-a-side at the Junior Boys, Senior Boys, Junior Girls and Senior Girls levels. At the Junior Boys, Senior Girls and Senior Boys level, two tiers of play shall be offered. There must be a minimum of 6 teams in tier one for tier two to be offered. Senior boys and senior girls teams must commit to tier one or two (for scheduling purposes) by the deadline given by the Athletic Convenor. Changing tiers after the deadline shall be considered a drop/add, and will be billed accordingly, assuming the change can be made. After the regular season, the junior boys will be divided into tiers for the playoffs with a minimum of 50% of the teams qualifying for post season play.
- (ii) At the senior girls level all teams in the tier one playoffs in 2009 and the two finalist teams in the tier two playoffs in 2009 must participate in tier one. The remaining teams may choose to participate in either tier.
- (iii) At the senior boys level all teams participating in tier one in 2009 except for the last place team must participate in tier one for the 2010 season. In addition, the four teams participating in the tier two semi final games in 2009 must participate in tier one in the 2010 season. The remaining teams may choose to participate in either tier. Schools may appeal their assignment to tier one to the Jury of Appeal.

Note: There must be a minimum of 6 teams participating in a level for ROPSSAA sponsorship.

- (iv) Senior teams may move from Tier Two to Tier One from year to year.
- (v) The finalist in Tier Two boys will automatically be moved to Tier One for the following season. This can be appealed to the jury of appeal prior to the following season. For the 2011 season the finalist in tier two girls in 2010 will automatically be moved to tier one for the following season. This can be appealed to the Jury of Appeal prior to the season.
- (vi) For the 2011 season the last place team in Tier One girls may switch to Tier Two, but any other team wishing to move from Tier One to Tier Two must follow the appeal process laid out in 4a(iii). A/AA schools may choose their tier regardless of finish the previous year.'

- (b) The Convenor will determine the number of conferences and the size of each conference.
- (c) All teams in each conference will play the same number of games.
- (d) In the event of a default the non-offending team will be awarded a 3-0 win.
- (e) The Convenor will attempt to keep the number of games played per calendar week during the regular season and playoffs to 2 maximum, with a minimum of 3 calendar days between games.

(f) Tie Breaking Procedures

(i) League Play

Ties in games during league play shall remain.

(ii) Playoff Games

In the event of a tie at the end of regulation time in a playoff game, two five minute halves with one minute between halves will be played.

If still tied at the end of the two five minute halves, the following procedure will be utilized:

Each team will select up to three players from among the players on the field at the end of the overtime period. Each player will kick at the goal from one of the three designated spots.

The three designated spots in senior boys are (in order of kicking):

- a) midway between the sidelines on the 22 metre line.
- b) on the left side of the field at the intersection of the 22 metre line and the 15 metre line-out line.
- c) on the right side of the field at the intersection of the 22 metre line and the 15 metre line-out line.

If tied after 3 kicks, the procedure is repeated on a sudden death basis (with an equal number of kicks).

The three designated spots in junior boys are (in order of kicking):

- a) midway between the sidelines inside the 22 meter line.
- b) on the left side of the field inside the 22 meter line on the 15 meter line-out line.
- c) on the right side of the field inside the 22 meter line on the 15 meter line-out line.

If tied after 3 kicks, the procedure is repeated on a sudden death basis (with an equal number of kicks).

At the girls level the kicks may occur anywhere within the 22 meter line.

If tied after 3 kicks, the procedure is repeated on a sudden death basis (with an equal number of kicks).

note: in sudden death kicks, the kicking maybe made by any player in any order.

(iii) League and Tournament Standings

Tiebreaker games will not be scheduled to determine final standings.

Any team defaulting a game who is tied in league standing will automatically be given a lower position in the standings.

A) Two Teams

If two teams are tied in league or tournament standings, the following criteria shall be used to break the tie:

- 1) Result of game between the two teams concerned.
- 2) Team with more wins in the season (league play).
- 3) Team with less losses in the season (league play).
- 4) Better defensive record (total points against versus common opponents)
- 5) Better offensive record (total points for versus common opponents)
- 6) Coin toss

B) Three or more Teams

If three or more teams are tied in league or tournament standings, the following criteria shall be used to break the tie:

- 1) Result of the games between the teams concerned.
- 2) Team with the least points against between the tied teams only, if they have played each other
- 3) Better defensive record (total points against versus common opponents)
- 4) Coin toss.

(g) Playoff Structure

The convenor will determine the playoff structure based on the guidelines of item 5c and attempt to have 50 % plus one of the teams involved in the playoffs, with a minimum of 4 teams qualifying. The location of the playoff games will be determined based on:

1. The team with the best record (same number of games played)
2. The team with the best defensive record
3. Coin toss

(h) Scheduled Games

- i) Coaches are responsible for reviewing final league game schedules and playoff schedules as to locations, dates, and times to ensure their attendance.

- ii) Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. A default fee of \$100.00 will be assessed each time a school fails to attend at the scheduled time.

Appeals may be made for the forfeiture occurring and must be submitted to ROPSSAA Council with a fee of \$25.00.

- iii) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An abandonment fee of \$100.00 will be assessed each time (does not apply to coach ejection). Appeals may be made for the forfeiture or abandonment of a game and must be submitted to ROPSSAA Council with a fee of \$25.00.

- iv) a) Schools must bring their own warmup equipment and first aid kit

- b) i) Schools must endeavor to arrive no earlier than 60 minutes before game time. Teams arriving earlier than this must be supervised by the head coach in an area where students from the home school do not congregate. Schools with team members who do not travel with the head coach (in taxis, cars, on foot, etc.) must inform players that they must wait for their head coach and should ensure that the head coach is the first to arrive at the host school.

- ii) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liaise with the host school. The visiting team will be provided a safe waiting area and change room during this time and the visiting head coach must provide supervision of his/her players. Visiting athletes must bring all belongings with them to the competition area.

- iii) Visiting schools are entitled access to the competition area at the same time as the host school, and no later than 30 minutes before the game time (pertains to the first game).

- iv) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.

5. ENTRIES

- (a) Each school may enter one team per age level. Each school must provide a representative to attend the preseason meeting. Failure to do so will exclude that school from that year's league.
- (b) Each team may dress an unlimited number of players for the league games.
- (c) All teams in each conference will play the same number of games and the convenor will attempt to keep the total number of league and playoff games played between a minimum of 6 and a maximum of 10.

6. EXPENSES

- (a) Expenses for all league, quarter-final and semi-final games will be met by the host school. All operating costs for the final championship games may be met by ROPSSAA.

7. RULES AND OFFICIALS

- (a) Games shall be played as per the International Rugby Board's Laws of the Game: Rugby Union, Under 19 Variations with the exception of modifications referred to below. All Experimental Law Variations (Summary of ELV's Appendix A) will be adopted with the exception of Experimental Law Variation #3 – Pulling Down the Maul and Experimental Law #19 – Freedom for each team to match line outs.

(b) Replacement and Substitution

Substitution in all games is unlimited, The referee must be notified and the referee will allow substitutions after stoppages in play, except penalties.

(c) Officials and Coaches

Qualified referees will be appointed for each game. No match shall commence without a qualified official present.

(d) Touch Judges

Each team will provide a touch judge (trained by the coaches) for all league, quarterfinal, and semi-final games. Touch judges should not show support from the sidelines. The home team is to provide the touch judge on the spectators side of the field, for both halves of play. Assistant referees to be centrally assigned to all championship games.

(e) Length of Game

- (i) All regular season and playoff games will involve two thirty-minute halves.
- (ii) At the first sign of thunder and/or lightning the referee is to stop the game. All participants must go indoors. The weather stoppage to be a maximum of 30 minutes. In instances where the weather clears within 30 minutes the game to be continued. In instances where the game is not restarted within 30 minutes the game result to stand if at least 75% of the game was played. In instances where the game is not 75% played the game to be rescheduled.

(f) "Sin Bin"

- (i) Under Law 10 Foul Play ("anything a person does within the playing enclosure that is against the letter and spirit of the Laws of the Game. It includes obstruction, unfair play, repeated infringements, dangerous play and misconduct which is prejudicial to the Game,") a player may be temporarily suspended (Yellow card).
- (ii) Referees will use a more relaxed standard when dealing with repeated offences, especially when at a school level, as infringements may be the result of poor knowledge of the Laws, or lack of skill.
- (iii) Suspended players must stand on the Dead Ball line of their In-goal. They do not have access to coaches or spectators. In extreme conditions they may be brought additional clothing and water. Contact should be minimal.
- (iv) Temporary suspensions are for 5 minutes, judged by the referee's watch.
- (v) When players have been temporarily suspended (sin-binned) for 5 minutes, they cannot be replaced or substituted, except in the case of a tight forward. If this forward is replaced, another player must leave the field.

(g) Uncontested Scrums

- (i) When a normal scrum takes place, the players in the 3 front row positions and the two lock positions, must have been suitably trained in these positions and be aware of the "Mayday" call and what to do.
- (ii) When a school has large numbers of substitutes, they are expected to have suitable numbers of substitutes suitably trained in these positions.
- (iii) If a team cannot field such suitably trained players at the three front row positions, or at lock, then the referee must order uncontested scrums.
- (iv) If in the opinion of the referee, a front row player repeatedly breaks the law – eg. boring, not binding, collapsing, after consultation with the players' coach, the referee will allow a substitution before moving to uncontested scrums. In any case of doubt, the referee will move directly to uncontested scrums.

(h) 50 Point Rule

As soon as there is a 50 point differential, that will be the recorded result.

8. AWARDS

- (a) ROPSSAA gold medallions (up to a maximum of 40) will be presented to each member of the winning teams in the Junior Boys Tier One and Tier Two, Senior Boys Tier One and Tier Two, and Junior Girls and Senior Girls Tier One and Tier Two divisions. ROPSSAA silver medallions (up to a maximum of 40) will be presented to the individual members of the runner-up teams.

- (b) ROPSSAA trophies will be awarded to the championship teams in Junior Boys Tier One and Tier Two, Senior Boys Tier One and Tier Two, Junior Girls, and Senior Girls Tier One and Tier Two.

9. UNIFORMS

- (a) All team members must wear a numbered team jersey. (Home teams are responsible for avoiding colour conflicts). Players without a numbered jersey may not participate in the game.
- (b) All players must wear an internal mouthguard.
- (c) Athletes may not change their clothing in the competition area. For all outdoor sports, athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s). For all indoor sports, athletes must move to the designated locker room or change area to change their clothing.

10. SCORING

- (a) Schools are to have their gamesheets completed prior to the start of the game. At the conclusion of the game the referee and both coaches must sign the game sheet. The winning team is responsible for forwarding the game sheet to the Athletic Convenor.

11. EQUIPMENT

- (a) Each home team shall make available the necessary equipment for the successful staging of rugby games. The field must be suitably equipped with padded goal posts, 14 flexible flags and an appropriate game ball as per the current rule book.
- (b) Field markings to include; 5 yard line, 22 yard line, 10 yards from half, the in goal area (end zone), and 5 yards from side and end.

12. DEPORTMENT

- (a) Competitors and coaches are expected to behave in a sportsmanlike manner as per Article XVI, Section II of the ROPSSAA Constitution.
- (b) No games will be played unless a coach is present and responsible for the competing team.
- (c)
 - (i) Any player ejected from a game (i) sustains an automatic suspension from the next league or playoff game.
 - (ii) Ejections of any coaching personnel results in forfeiture of the game.

(d) At the time of an ejection(s) the referee will:

- (i) Record the names
- (ii) Inform both teams

At the completion of the game the referee will

(iii) record the ejected player(s) name(s) on the gamesheet

(e) For a second ejection at any time during league and playoff games the player is automatically suspended for the remainder of the season and any playoffs.

(f) At the championship games, team benches to be on the same side of the field. Team personnel are to remain on their own half of the sideline. Coaches are permitted to be on the sideline/deadball line but not on the field of play. For all other games, team benches to be on opposite sides of the field, with the home school taking the spectator side.

(g) Players and spectators are expected to remain 5 meters and/or natural barrier mark back from the field of play at all times. Home teams to rope/pylon this line off on the homeside.

13. JURY OF APPEAL

(a) A Jury of Appeal constructed at the pre-season meeting will rule on all disputes which do not fall under the jurisdiction of the officials. This Jury will consist of the Convenor and four coaches from participating schools.

14. MEDICAL PERSONNEL

(a) Schools are asked to bring first aid kits to all games and tournaments.

(b) An athletic therapist will be provided for both teams through a central booking procedure.

(c) When a therapist is unavailable each team is responsible for administering their own first aid.

15. CHAMPIONSHIP GAME PROCEDURES

(a) The sidelines will be roped off for crowd control.

Experimental Law Variations (ELVs) Summary

1. Law 6 (.1) Match Officials will not apply to us

2. Law 17 Maul (.2) Reference removed to head & shoulders not being lower than hips to accommodate Law below.

Note: this Law to be excluded by ROPSSAA

3. Law 17 Maul (.3) A player may pull a maul to the ground providing that player does so by pulling an opponent in the maul down from the shoulders to the hips.

Note: this Law to be excluded by Ofsaa + ROPSSAA

4. Law 19 Touch & Lineout (.4) If a team puts the ball back into its own 22 and the ball is subsequently kicked directly into touch, there is no gain in ground.
5. Law 19 Touch & Lineout (.5) A quick throw in may be thrown in straight, or towards the throwing team's own goal line. Must be same ball and only thrower has touched ball.
6. Law 19 Touch & Lineout (.6) There is no restriction on number of players from either team who can participate in the lineout.
7. Law 19 Touch & Lineout (.7) The receiver at the lineout must be 2 metres away from the lineout.
8. Law 19 Touch & Lineout (.8) The player who is in opposition to the player throwing in the ball must stand in the area between the 5 metre line and the touch line, but must be 2 metres away from the 5-metre line.
9. Law 19 Touch & Lineout (.9) Lineout players may pre-grip a jumper before the ball is thrown in.
10. Law 19 Touch & Lineout (.10) The lifting of lineout players is permitted.
11. Law 20 Scrum (.11) Introduction of offside line 5 m behind the hindmost feet of the scrum.
12. Law 20 Scrum (.12) Identification of scrum half offside lines. We also need some consistency on the defending scrum half & whether he can enter the "pocket."
13. Law 22 Corner Posts (.13) The corner posts are no longer considered to be touch-in-goal except when ball is grounded against the post.