

May 19, 2016

BCSSRU Provincial Rugby Tournament

Match Officials Game Management Document:

Injury and Risk Management:

1. Wearing of mouthguards is mandatory. No player will be permitted to participate without one.

Compliance Protocol (approved by the BC Rugby Referees Society): Referees will be asked to see mouthguards during the pre-game boot check. If a player is seen to be not wearing his mouthguard during a game, the referee will send him off the field to get one. The game should be restarted, and the player (or replacement) permitted to enter the game at the next stoppage, providing he is wearing a mouthguard. There will be no other sanction applied.

2. Trainers may enter the field of play to attend to an injured player during play.
3. Referees are to use their discretion when stopping for injury.
General guidelines/protocol is stop for:
 - Suspected serious injury
 - Injured player is in proximity to play
 - Injured player is required for the game to continue (plays in the scrum).

Play on if:

- Injured player is well away from play
- Not required for the game to continue. This includes if a front row player or the thrower is injured at a lineout.

Regards concussion:

- All Players who are suspected of having concussion during a game or training;
 - (i) must be removed from the field of play and not return to play or train on the same day; and
 - (ii) should be reviewed by an appropriately qualified person and diagnosed as having concussion or not; and
 - (iii) in any case must complete the graduated return to play protocol described in the IRB Concussion Guidelines.
 - (iv) as per BCSSRU Rules and Regulations, any player diagnosed with definite concussion cannot compete in the remaining games of the Tournament.
- In Canada, there is no Pitch Side Concussion Assessment below the international level. Should any physio/trainer/coach ask for this to take place it is to be denied. The referee/AR/subs officials are then to ask whether or not the player is suspected of having a concussion. If the answer is yes, then that player must leave the field for injury. They are not to continue playing. If any of the officials suspect that a player is

suffering from a concussion, they are to ensure that the player leaves the field for injury.

4. Tournament training staff will carry radios tuned to 9-11, if teams are using radios please stay off this frequency unless you require medical assistance.
5. Regards thunderstorms and visible lightning:
 - In the event of an approaching thunderstorm with visible lightning the “Flash/Bang” (F/B) technique to determine the proximity of the approaching storm. The “F/B” technique means that for every count of three from the time the lightning bolt is seen to the time when the associated thunder is heard the lightning is approx. 1km distant e.g. “F/B” count of 9 indicates that the storm is approximately 3km distant. When thunder is heard and a “F/B” of 30 is calculated (representing approx. 10km) it is an indication that a thunderstorm is in the area and a person responsible for storm monitoring should be on alert. If the “F/B” intensity increases to a level of 9 or approx. 3km the referee should stop all play and all participants should seek shelter within a building or inside a vehicle in a large group of trees or forest. Once the thunderstorm passes over, the referee should wait until the “F/B” is 9 or greater before resuming play. Thunderstorms have a tendency to reverse course and come back over an area that they have just passed. The person monitoring the storm should remain vigilant until the storm is out of sight or the “Flash/Bang” count is 30 or more.

Time:

Games shall be of sixty minutes duration, having thirty minutes each half and a five minute interval.

1. Should teams be tied at the end of regulation time, the winner shall be determined according to the following order:
 - a) Two periods of five minutes extra time shall be played, during which the first score shall be conclusive.
 - b) More tries scored.
 - c) More goals (converted tries) scored.
 - d) More drop goals scored.
 - e) More penalty goals scored.
 - f) First points scored in the game.
 - g) Place kick at goal. Each team shall nominate one player who was on the field-of-play at the end of regulation time. A coin toss shall determine the first player to attempt a place kick at goal. Both players shall attempt the same number of place kicks. The first kick shall be taken from behind the twenty-two metre line at the centre of the field. The team whose player is successful when the opposing team’s player is unsuccessful shall be declared the winner. If both players are successful, the referee shall move five metres directly back from the twenty-two metre line. If both players continue to be successful, the referee will continue to move five metres directly back until a winner is declared.

2. In medal games (i.e. games which determine first, second and third placings), the protocol for breaking the tie shall stop at 2(f). If a tie occurs at this point, both teams shall share the appropriate medal placing.

Field and Team Support Personnel

1. Team personnel, exclusive of person/s acting as physio/trainer/doctor:
 - All substitutes/replacements to be on or behind benches if available or are to remain between 10m lines. Failure to comply will result in substitutes/replacements being sent outside playing enclosure.
 - All coaches and management staff to be on or near to benches if available, or are to remain between 10m lines, or may be behind dead ball line. Failure to comply will result in coaches and management being sent outside playing enclosure.
2. Two persons acting as physio/trainer/doctor may enter field of play at any time:
 - to assist injured players. At the next whistle, where safely possible, play will continue.
 - these medical personnel can roam – one on either side of the field.
3. Coaches may only enter the field (including in-goal area) at half time or to assist if attending to a severe injury.
4. Two water carriers (who are NOT to be wearing the team's game jersey or colours) may enter the field for hydration purposes, during stoppages in play i.e. injuries, after tries have been scored, but NOT when a penalty kick has been awarded:
 - when weather conditions are exceptionally hot and/or humid, the referee, at his discretion, will be permitted to allow one water break in each half. This water break should be no longer than one minute. Time lost should be added on at the end of each half. The water break should normally be taken after a score or when the ball is out of play near the half way line.
 - players may go to the touchline to receive fluids.
 - please do not throw water bottles.
5. Players with bleeding or open wounds:
 - must leave the field for treatment
 - referee must wait for temporary replacement to take up position provided this is done quickly.

Number of Players:

1. Any number of players may be registered, **BUT** please refer to the rules below with respect to the substitution/replacement of players.
2. Definitions
 - **Team:** A team consists of fifteen players who start the match together with any authorized replacements and/or substitutes.
 - **Substitute:** A player who replaces a team-mate for tactical purposes.
 - **Replacement:** A player who replaces an injured team-mate.

3. BCSSRU policy is as follows:

- On Days 1, 2 and 3, teams may use up to ten players as replacements/substitutes. On Day 4, teams playing for positions one through four may only use up to seven players as replacement/substitutes. On Day 4, teams playing for positions five through sixteen may use up to ten players as replacements/substitutes.
- If seven players are used as replacements/substitutes, three players must be suitably trained and experienced to play in the front row in order to cover the loose-head prop, hooker and tight-head propositions. If more than seven players are used as replacements/substitutes, at least three players must be suitably trained and experienced to play in the front row, and at least one player play in the lock position.
- A player may be replaced, and if injured, must not return to play in that match. A player may be substituted, and may not return to play in that match. A player who has been substituted may replace an injured player.
- Un-contested scrums: IF in the event of injury, temporary suspension [yellow card] or sending-off [red card] of a front row player AND that player's team not having a suitably trained and experienced replacement, the referee must make all future scrums in the game, un-contested. Note: this may occur if a team could not field a team with 3 suitably trained and experienced front row players (ie at the beginning of the game) OR fulfill the requirements of the second point in 4) {ie. U-19 Law Amendment 3.5 (c)} OR if all of their trained and experienced substitutes have been replaced or **substituted.**"

3. Blood replacements may be made for players with bleeding wounds only.

4. All substitutions/replacements must only be made with the referee's permission, through the Touch Judge or if available via 4th / 5th official.

5. All substitutions/replacements must have the substitution/replacement card to present to the TJ (or 4th / 5th official). It is the player's responsibility to ensure the substitution/replacement card is filled out correctly. The match officials will not fill in the cards, they may assist the team to fill it out IF they have no other immediate duties to perform.

Advantage:

Referee guidelines for playing advantage:

- The fullest possible use of advantage is essential to maintain continuity of play.
- Advantage must be real and clear rather than just an opportunity. While waiting for a non-offending team to gain an advantage the referee must not allow excessive pressure to be put on them.
- It is acceptable for referees to play advantages of different duration.
- i.e. for infractions that would result, in different re-starts: penalty, free-kick or scrum.

- Referees may take into account a number of general conditions when assessing advantage e.g. safety, temper of game, weather, options available or denied to the non-offending team, and the effect of the offence on the game.
- In cases of foul play, play is to be stopped immediately unless there is a definite chance that a try may be scored. If advantage is played after foul play, the referee at the very least is to give an admonishment to the player/s concerned but may still apply a yellow or red card.

Goal Kicks after a Try

- Kickers have 90 seconds following the scoring of a try in which to take the goal kick. If not taken within the time limit the kick will be disallowed.

Foul Play:

- Players that are guilty of foul play may be ordered off, cautioned and temporarily suspended or admonished. Foul play includes dangerous play, intentional infringements, repeated infringements and misconduct.
- Player questioning of refereeing decisions, at times boarding on abuse, is not to be tolerated. Referees should remind players of their responsibilities during down time and should not hesitate in penalizing the player for disputing the referees decisions.
- When a player has been cautioned (shown a yellow card) that player must leave the field of play immediately and take up a position on the non offending team's dead ball line, or with the 4th / 5th official if one is appointed. *The period of temporary suspension shall be 8 minutes playing time*. The cautioned player may only return to play when given permission by the referee. A cautioned player may join his team during the half time interval.
- A player who is sent off (shown a red card) may not take any further part in the match.
- Referees are encouraged to use preventative techniques but players (and referees) should be aware that a warning is NOT REQUIRED prior to a card being shown.
- Cynical play requires a caution and temporary suspension (without warnings save for team repeated infringement as per Law), this can be:
 - One cynical offence by a player
 - A player who re-offends
 - Team re-offends.

For example, a players first "Cynical Offence", and a player or team who re-offends with a repeat "Professional Foul" in contradiction to the spirit of good sportsmanship may be sin binned e.g. try scoring opportunities; in own 22m slowing quick ball for opposition, intentional knock on, stopping quick taps etc.
- Repeated team infringements can be:
 - A number of similar offences in a short period of time
 - A pattern without time limit e.g. offences occurring close to the goal line throughout the match.
 - Both individual and team offences may be sin-binned.

- Guideline for Team infringements may be warned on the third offence, and may be yellow carded on the fourth offence.
- Repeated infringements by the individual are without time limit.
- Guideline for Individual infringements may be warned on the second offence and may be yellow carded on the third offence.
- At a kick-off or restart, any maul that forms must be done so that the opposition can contest the maul at the formation. If doing so is not possible, this is a penalty offence for obstruction.
- Dangerous tackles (e.g. high, no arms, late, early, above the line of the shoulders, tackling an opponent who is in the air, tackling with no arms, charging into players, spear tackles) are to be dealt with sternly.
- The lifting of players in the tackle and then either driving or dropping them to the ground so that their upper body or head hits the ground while their feet are still off of the ground is dangerous and must be dealt with severely. However, the head or upper body does not have to hit the ground first. A red card may be issued for this type of tackle. For all other types of dangerous lifting tackles, it may be considered a penalty or yellow card is sufficient depending upon the circumstances of the tackle.
- The grasping and twisting of the neck and/or head area of an opponent during a tackle or a ruck or maul is regarded as serious dangerous and/or foul play. In clear cases, the appropriate sanction would be a yellow or red card.
- Referees are to take stern action with acts of stamping and trampling.
- If an intentional offense prevents a probable try the referee may award a penalty try AND caution or send off the guilty player.
- Referees are required to submit a card report for any cautions or sending offs.

Off-side in Open Play

- When a ball is kicked in open play, referees are to be strict with members of the kicker's team who are offside because they are in front of the kicker. These off-side players must not be allowed to move up the field until put on side by the actions of a teammate or an opponent. These off-side players must not be allowed to interfere with an opponent wishing to take a quick throw-in. The mere presence of off-side players in field from the opponent can be considered interference with the throw-in.

Ball Ripped from Ball Carrier

- If a player rips the ball or deliberately knocks the ball from an opponent's hands and the ball goes forward from the ball carrier's hands, that is not a knock on. However, If a player in tackling an opponent makes contact with the ball and the ball goes forward from the ball carriers hands, that is a knock on.

Tackle:

- The 'squeeze ball' is illegal. The referee is to judge the actions of the tackled player e.g. if tackled players accidentally use a squeeze ball, a scrum may be awarded for an unplayable (dangerous) situation, and a scrum formed with the opposition to put the ball in. A player who intentionally uses the 'squeeze ball' play the referee is to penalize the offender.
- At a tackle:
 - the first priority remains for the tackler to demonstrate release the tackled player and move away from the ball
 - the second priority remains for the tackled player to play (pass, release, place, push, roll) the ball quickly
 - the third priority remains for arriving players enter the tackle "phase" from the correct position and to be remain on their feet. On occasion arriving players require observation before tackled players.
- A key principle is that the ball carrier must be given an opportunity to play the ball.
- Little tolerance to be applied to tacklers who do not release the tackled player and then move away.
- A tackler who regains his feet is obliged to release the tackled player and ball before he attempts to play the ball.
- The tackler must release the ball carrier before any other team mates try to gain possession of the ball. This also applies to the "assisting tackler/s" who are **not** by Law tacklers, and must release the tackled player and move around so that they come through the gate before playing the ball
- Little tolerance to be applied to players who do not enter through "the gate" and who have a material effect on play ("The gate is as wide as the last person at the end of each side of the tackle or ruck").
- Any player after a tackle who has complied with all aspects of tackle Law, and who is on their feet and has their hands on the ball PRIOR to a ruck being formed, may continue to attempt to play/win the ball even when the ruck has formed.
- It has become evident that players are going to ground over or on ball carriers to seal off the ball. On some occasions they remain in that position and fail to move away contravening Law. Both teams are to be treated equally at the breakdown.
- Sometimes when arriving players move opposing players who are off their feet at a tackle e.g. tackler, and possibly sealing ball, in the act of doing so, the mover may themselves leave their feet and they are not to be penalized for doing so but are required to then move away.
- Any 'clean out' at a tackle must be between the "gate" and take place only within 1m (1 step) of player/s on ground, and arms must be used in this situation.

Ruck:

- Players' safety is of primary importance and players are to ruck the ball.
- At a ruck there needs to be the following:
 - that tackled players and tacklers comply with Law so that a rucking platform can be established. This may encourage both teams to enter into a contest.
 - that an indiscriminate pile-up is stopped before it develops.
 - that any player who wilfully falls to the ground in a ruck is liable for penalty.
- Players are not to handle the ball in a ruck, and this applies to both the ball carrying and non-ball carrying teams. This includes picking up the ball in a ruck to form a maul.
- Players must arrive correctly through the back of a ruck, and bind to their own teammate. Placing a hand on a teammate is not binding.
- Players must attempt to stay on their feet.
- Referees are to monitor, with aid from assistant referees, those attacking players in the 'sentinel' position who may impact defenders close to the ruck. They are also to be similarly aware that the team in possession can equally be offside in front of the back foot creating a barrier.
- Little tolerance to be applied to players who charge into rucks without binding.
- Little tolerance to be applied to players who clear out opponents not involved in ruck.
- Any rucking action is to be both horizontal and backwards, with the head as a "no go" area. Referees may take stern action with acts of stamping and trampling. An ejection may occur for deliberate stamping / trampling on joints. Referees may be stern with retaliators while also dealing with the initial offender.
- Once the ball has been clearly won, moved to the back of the ruck and available to be played, the referee will say "use it". The team in possession of the ball has 5 seconds to play the ball. If the ball is not played in that time, there will be a scrum with the opponents having the put-in.
- Referees are often asked when is the ball out of the ruck. Once the ball is in 2 hands and it is clear of legs, arms and bodies, the ruck is over. In situations where it is not clear, the referee may give a verbal indication, "still in", "not out" OR "play on" or "ball is out" when the ball can be played.

Maul

- The referee should, where possible, communicate when a maul has been formed.
- At the beginning of a maul, the defenders must be able to “attack” the ball carrier. They must not be blocked out by the ball carrier’s teammates. The defenders can bring the ball carrier to ground during a small window of time at the beginning of the maul. This situation often occurs at the lineout when the catcher of the ball can be “pancaked” immediately. Once the maul is properly formed, tackling the ball carrier is collapsing the maul.
- Reminder that it is considered dangerous play to intentionally collapse a maul. This is a penalty kick offence.
- An unintentionally collapsed maul (when the ball becomes unplayable without penalty) is not officiated as a ruck. The put in to the scrum is to be awarded to the team that did NOT have possession of the ball prior to the formation of the maul.
- When players roll off or shear away from a maul with the ball, and become detached, the maul has ended and the ball carrier can be tackled. Players are liable to penalty if they obstruct/shield opponents by preventing them tackling the ball carrier.
- The verbalization of "use it or lose it" when the maul remains stationary or stops moving forward including moving sideways for longer than 5 seconds. When a maul is stopped from going forward, including moving sideways, it may be restarted once, providing this happens within 5 seconds.
- A ball carrier at the back of a maul must also bind correctly, otherwise the maul will be considered to be over. If the player rejoins and binds on the players in front, this is a penalty offence for obstruction.
- Referees are to monitor more closely, with aid from assistant referees, those attacking players in the ‘sentinel’ position who may impact defenders close to the ruck.
- Little tolerance to be applied to players who charge into mauls, without binding.
- Little tolerance to be applied to players who clear out opponents not involved in maul.
- If the team not in possession of the ball in a maul voluntarily withdraws all its players from the maul, it still remains a maul, even if the ball is at the back of the ball-carrying group. Because it is still a maul the relevant Laws apply.
- If the ball-carrying players detach from the maul with the ball in their possession, then the maul ceases to be a maul. Referees are encouraged to communicate "use it" so as to lessen any likelihood of obstruction and to give an opportunity for the ball carriers to play the ball as they wish from this situation.
- If defending players originally engaged with a maul are removed unwillingly by the team in possession of the ball until no defending players remain attached to the maul, then the maul ceases to exist. If the players bound around the ball continue to move forward, they will be liable for obstruction penalty. Referees are encouraged to communicate "maul over" "use it" so as to lessen the likelihood of obstruction and to give an opportunity for the ball carriers to play the ball as they wish from this situation.

Lineouts:

- Referees and assistant referees are to remain alert regards the taking of quick throw-ins. In situations where there may not be a crowd restraint, with touchlines possibly having team personnel or spectators close by, to allow for quick throw-ins to occur, the ball must always be visible by all players, the referee and assistant referees, and not be played from behind those who may be on the sidelines. The referee and assistant referees are to judge whether or not a team gained an unfair advantage in the taking of a quick throw in, making sure the ball that went into touch is used, thrown in before it is dead or before a lineout is formed, and the player throwing it in must still be the only one to have touched it.
- Referees may communicate “taken back” if ball is played back into one’s own 22m area, so that players are aware that if they then kick the ball directly to touch without touching an opposition player, and there has not been a tackle, ruck or maul, that the lineout will take place opposite where the player kicked the ball.
- When taking a quick throw in, a player may throw the ball directly to a team-mate who is behind the line of touch. However, quick throw ins where the ball travels in the direction of the opposition’s goal line or if the ball does not travel at least five metres along or behind the line of touch before it touches the ground or a player, or if the player steps into the field of play when the ball is thrown are to be disallowed. These are options of a lineout or scrum offence for the non-offending team. Such a quick throw in can only take place between the line of touch (where the full lineout would be taken) and the player’s goal line. The ball that went into touch must still be used, and thrown in before it is dead or before a lineout is formed, and the player throwing it in must still be the only one to have touched it. These situations remain a lineout with the same team throwing in.
- If the ball goes into touch as a result of a knock-on or forward pass, the non-offending team may choose to restart play with a scrum or a line-out. They can elect to take a quick throw-in as their means of restarting play.
- At a lineout there needs to be the following:
 - teams must form a lineout without delay.
 - if a team chooses to have a receiver at a lineout, that player must be 2 metres away from the lineout itself towards that player’s goal line and be between 5 and 15 metres from the touch line.
 - the receiver may only enter a lineout after the ball has left the hands of the player throwing in. This is a free kick offence.
 - the team not throwing in at a lineout must have a player standing between the touch line and the 5-metre line on that team’s side of the line of touch when the lineout is formed. That player must stand at least two metres from the five metres line.
 - player movement prior to the throw is allowed but must not result in a closing of the 1 metre gap.
 - players may pre-grip a team-mate prior to the jump, but players must not jump or be lifted or be supported before the ball has left the hands of the player throwing in. Doing so may also be a cause of a delayed throw.
 - the referee does have the option of FK in these circumstances, however, the referee may use management to get compliance.

- Regarding the non-throwing team jumping early with their line-out jumper being supported:
 - if on the first occasion the non-throwing in team wins the ball by the illegal method outlined, a free kick may be awarded to the non-offending team;
 - if the team throwing in does not lose the line-out, advantage may be played and the offending team may be spoken to at the next available opportunity
 - if the offence continues, free kicks and sanctions under persistent infringement may be applied.
 - referee management though remains the key.
- At a lineout, any maul that forms must be done so that the opposition can contest the maul at the formation. If doing so is not possible, this is a penalty offence for obstruction.
- Dangerous acts committed on jumpers in the air may be dealt with sternly. However, coaches are to be aware that players from opposing sides may contest the ball in the air, provided they are attempting to play the ball.
- If the opponents of the team catching the ball in the line-out do not make contact with the team in possession, no maul can be formed even if the team in possession groups together with the intention of forming a maul. As long as the line-out remains the team not in possession may not retreat from the line-out. If they do they are liable to a penalty. The ball winning team are to either play the ball the away from the lineout or keep the ball at the front of their 'grouping' so that the opposition can tackle the ball carrying lead player. If the opposition cannot tackle the ball carrier, it would be deemed obstruction and liable for penalty.
- Though 'peeling off' is allowed post throw-in, lineout players are not to move outside the 15m line before the lineout is over.
- If a team is awarded a penalty kick or a free kick at a lineout, they may choose to: take the kick, or have a scrum, or have a lineout (at the original line of touch, their throw-in).

Scrum:

- There is to be a meeting pre-kick off for every game, by the referee with:
 - front row taking the field
 - front row substitutes
 - scrumhalves
 to explain the scrum management process.
- The sequence phrases for the scrum engagement procedure will be:
 - indication of the mark
 - managing of the scrumhalf to be ready early and remind the scrumhalf of their obligations re throwing ball "in straight"
 - scrum assembling with feet of front row at arm's length from the mark and both hookers over the mark and not off-set, with all shoulders of the front row clearly visible
 - holding of the scrum until ball is immediately available to be put-in
 - the binding requirements for loose forwards, including no.8's prior to engagement, is to be insisted upon.
 - communicating loudly and clearly in **three** distinct calls:

- verbal "CROUCH" (loudly and clearly) to check initial readiness for the scrum formation
 - when the front rows crouch they must be at the same height and with their shoulders above their hips
 - the front row players must have their heads beside the heads of their opponents (ie. be "ear to ear")
 - the shoulders of the front row must be clearly visible (ie. not covered by the arm of a teammate)
 - referees are to insist on the binding requirements for loose forwards, including no.8's prior to engagement (ie no #8 slingshot).
 - the players must be stable, stationary before the referee proceeds
 - verbal "BIND" (loudly and clearly)
 - using their outside arm, each prop binds to their opposing prop
 - the usual pattern of binding is to be used [see 4), 5) and 6) below]
 - the players must be stable, stationary before the referee proceeds
 - verbal "SET" (loudly and clearly)
 - the scrums come together
 - little tolerance on early engagement.
 - the angle of engagement of the players is to be square and forward. Shoulders must be above hips.
 - props must maintain the proper binding
 - scrum to be square with no twisting or lateral movement before put in
 - scrum half must stand on mid-line of the scrum ready to put ball in
 - ONLY when they are satisfied that the scrum is stable, square and stationary, the following will occur:
 - when the referee is on the non-put in side of the scrum, referees are to initiate eye contact and point to the scrum half as an indication to put the ball in the scrum.
 - when the referee is on the put-in side of the scrum, referees are to initiate eye contact and point towards the tunnel as an indication to put the ball in the scrum.
 - it is NOT recommended that referees initiate any physical contact with the scrum half as an indication for the ball to be put in the scrum.
 - the ball is put-in straight without delay along a middle line between the two front rows
 - there must be a fair contest for the ball (i.e. the feed must be credible)
 - referees must both manage or penalize as necessary.
 - sanction is free kick for crooked put-in
 - repeated infringement can increase sanction to penalty kick and/or yellow card
 - non-feeding scrum half is not to disrupt ball clearance unfairly.
- If a scrum collapses or lifts up without penalty, play must be stopped play immediately and a new scrum formed at the place of the stoppage. The team who originally threw in the ball shall do so again.

- A team must not intentionally wheel a scrum. If the scrum does wheel (especially quickly), it is most likely that players are pulling on, stepping back from or “walking around” their opponents and these are penalty offences. If on an unintentional wheel the middle line (front rows) of the scrum has gone through 45 degrees, play will be stopped and a new scrum ordered. The same team shall throw in the ball.
- A team must not push the scrum more than 1.5m toward their opponent's goal line. However, to reduce the number of free kicks, as the scrum approaches 1.5m, there may be verbalization to the team in possession to play the ball to “hold the push”.
- A player must not intentionally keep the ball in the scrum once the player's team has heeled the ball and controls it at the base of the scrum. However, once the ball has been controlled, there may be verbalization to the team in possession to play the ball.
- The binding requirements for loose forwards, including no.8's prior to engagement, is to be insisted upon. The No. 8 may lift his head provided that one arm up to the shoulder is completely bound round a lock.
- At the scrum, players who are not in the scrum and who are not the team's scrum half, must be back 5 metres from the hindmost feet of the scrum. This is a penalty kick offence.
- As a result of the 5 metre offside line at the scrum, there is a need to establish the offside lines which apply to a scrum half. Referees are reminded that the scrum half who is not throwing the ball into the scrum must either take up a position at the same side of the scrum as the scrum half throwing in the ball, or behind the offside line for players not participating in the scrum (5 metres back from the hindmost player in that player's scrum). Once the ball has been won by a team, the scrum half of the team that does not win possession (and who has been either the scrum half throwing in the ball or the opposition scrum half who took up a position on the same side of the scrum as the scrum half throwing in the ball) may follow the ball in the scrum providing that that player does not put either foot in front of the ball. The other option available to the scrum half is to move behind his or her offside line that runs through the hindmost foot of that player's team in the scrum. Providing that scrum half whose team does not win possession does not move away from the scrum until he or she reaches the offside line. The scrum half can take up any position behind that offside line providing that he or she does not step over that offside line on either side of the scrum. Providing the scrum half in opposition to the team that wins the ball does not go across the offside line (a line that runs through the hindmost foot of that player's team in the scrum) he or she does not have to stay close to the scrum. These are penalty kick offences.
- Regarding the offside line for the ball winning scrumhalf. The ball winning scrumhalf may move away from the scrum provided he stays behind the offside line until the scrum is over, but does not have to receive a pass in doing so.
- A team must have fewer than eight players in the scrum when either the team cannot field a complete team, or a player is temporarily suspended or sent off for Foul Play, or a player leaves the field because of injury. However, a team must always have at least five players in a scrum.

- The complete team is a reference to having eight players who can play in the scrum. If a forward leaves the field of play for any reason and cannot be replaced due to injury, sending off, temporary suspension or any other reason then both teams must reduce the number of players in the scrum so that there are equal numbers. If any player other than a forward has to leave the field for any reason and cannot be replaced there will be no reduction in the players playing in the scrum.
- If a team is incomplete and it cannot field eight suitably trained players in its scrum, the scrum formation is as follows:
 - if a team is without one player, then both teams must use a 3-4 formation (i.e. no #8)
 - if a team is without two players, then both teams must use a 3-2-1 formation (i.e. no flankers)
 - if a team is without three players, then both teams must use a 3-2 formation (i.e. only front row and locks).
- A temporary replacement (or replacement) may be made for a front row player who has been temporarily suspended (or sent off). The temporary replacement (replacement) may be made only at the NEXT awarded scrum, as a front row replacement is not required for any other reason. A team may make a tactical substitution at any time provided they have not used their maximum allowed substitutions/replacements.

Radios:

- Match officials will be using radios during matches, if teams are using radios please stay off the frequencies used by the match officials.

Match Officials:

- Match officials will be appointed to all games of the tournament. On day 1, all games will be appointed a referee and it is hoped that all games will receive one if not two assistant referees. On days 2 and 3 all games will be appointed a referee and two assistant referees. On day 4 all medal games will be appointed a referee, two assistant referees and 4th officials. All other games on day 4 will be appointed a referee.
- Assistant referees will advise the referee on occasion but the referee makes the final decision. The assistant referees are instructed to watch the action that the referee is not watching and should not be doubling the referee's coverage. Rather the AR's should be complimenting the coverage of the other match officials.
- Misconduct directed at any match official is not acceptable under any circumstances as per the BC School Sports Code of Conduct.

Contacts (concerns):

- Any concerns relating to match officials should be directed to one of:
Doug Sturrock
Brett Hay
- In general, do not engage match officials directly right after your game.