

January 1, 2017

BCRRS OFFICIAL'S GAME MANAGEMENT DOCUMENT
2016-17

Notes on U-19 and High School Games

For the most part the Laws of the Game and policies for games played by U-19 players, are the same as for the senior players. The Law Variations for U-19 players are found in the Laws of the Game. (<http://laws.worldrugby.org>)

This document outlines the policy and application of these variations for U-19 and is intended for referees, coaches and players.

This document must be read together with the BCRRS Game Management Document 2016-17 as the majority of policies described there also apply to U-19. Some applicable sections of the document are included at the end of this document.

Application of the Laws

Player safety is to be paramount in the application of the Laws of the game. Even if legal, referees are not to allow play to continue if doing so puts players in peril. Referees should apply this principle when playing advantage.

Players in U-19 and high school games are, in general, not as skilled, strong, mature or restrained as senior players. If appropriate, referees are to apply player management techniques more often than Law sanctions. Referees should take into account the ability of the players to abide by the Laws

Injury and Risk Management

Wearing of mouth guards is mandatory. No player will be permitted to participate in a game without one.

Compliance Protocol (approved by the BC Rugby Referees Society):

- Referees will ask to see mouth guards during the pre-game boot check.
- If, during a game, a player is seen to be not wearing their mouth guard, the referee will send them off the field to get one. The game will be restarted, and the player (or replacement) is **NOT** permitted to re-enter the game until the next stoppage and only if the player (or replacement) is now wearing a mouth guard, ie. that player's team will only have 14 players on the pitch until the next stoppage.
- **NO** other sanction will be applied.

World Rugby has approved a Law Amendment Trial regarding temporary replacement of players who are suspected of having a head injury. This Law Amendment (Concussion Trial) applies **ONLY** in matches given approval by the Union with jurisdiction and when trained healthcare professions are in attendance.

Note: Rugby Canada has **NOT** given their approval for this Law Amendment Trial in community level games.

With respect to age grade and school games in BC, the key policy is:

In all situations, if there are ANY indications of concussion, a player MUST be removed from play. This is known as Recognize and Remove.

Games That Require a Winner

If there must be a winner (ie no ties) for a particular game, there are policies that apply to the playing of the game.

Referees should note that for any of these games, regular play MUST be 30 minutes per half to allow for the possibility of overtime and that over time can be a MAXIMUM of 10 minutes.

Please note: the policies of the BCRU Age Grade and the BC High School Rugby Union are NOT the same.

BCRU Age Grade games

Regular game is 2 x 30 minutes each way. If tied after regular time, the teams play a 2 x 5 minute "mini game" . (ie toss for kick off or choice of end). This over time "mini game" is NOT sudden death.

TIE BREAKING RULES:

If, at the conclusion of the overtime "Mini Game", there is a tie between teams, then the following tie breaking rules will be applied, in the following order, to determine a game winner:

1. The team that has scored the most tries in the game will be declared winner.
2. If there is still a tie, then the team that has scored the most goals (converted tries) in the game will be deemed winner.
3. If there is still a tie, then the team that has scored the most drop goals in the game will be declared winner.
4. If a tie still exists, then the team that scored the first try in the game will be declared winner.
5. If a tie still exists, then the team that scored the first points in the game will be declared winner.
6. If there is still a tie, then each team will nominate five kickers selected from the entire team roster to kick at goal from the 22-metre line. The Referee will select the spot from which the kicks will be taken (approximately at centre). The kickers from each team will alternate. All kickers will kick. The team that scores the higher number of successful kicks out of five, will be declared winner.
7. If there is still a tie, then the competition will continue until one kicker in the series succeeds where his opposition misses. The team whose kicker has recorded the successful kick out of this pair will be declared winner. This process will continue until a winner is declared.

High School Games

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

If tied after the regular game

- a) Two periods of five minutes extra time shall be played, during which the first score shall be conclusive.... ie sudden death

If tied after the 2 x 5 minute over time periods, the winner of the game will be the team which had:

- 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.

If still no winner is declared then the winner will be determined by goal kicking contest:

- g) Place kick at goal. Each team shall nominate one player.
- h) 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.

Notes on the U-19 Law Variations of the Laws of the Game (<http://laws.worldrugby.org>)

Number of players – substitutions/replacements

- 1) Match officials are to check with team management pre-game to ensure team replacements and substitutions for front row and locks are available and suitably trained and experienced.
- 2) If a team nominates 22 players, there must be 6 players who are trained to play in the front row positions.
- 3) A player who has been substituted (for tactical reasons ie. **NOT** for injury) may return to a game to replace any injured player.... ie not just for blood or front row.
A player who has been replaced (ie for injury) may not return to a game for any reason.

Time

- 1) A game must not exceed 70 minutes of playing time. This includes any overtime to be played.
- 2) U-19 players must not play more than 90 minutes per day... ie at a tournament
- 3) The time in the "Sin Bin" in U-19 and high school games is 8 minutes. (not to include half-time, stoppages for injury etc.).

Number of Players

- 1) If the number of players in the game for a team is reduced because of a lack of suitably trained and experienced **forwards** (ie "starters") or because of injury or a red or yellow card issued **to a forward**, the number of players in subsequent set scrums will be affected as described in Law.
So, if the number of **forwards** is reduced the scrums will be set as:

- 1 player... the scrum will be 3-4... ie no #8
- 2 players... the scrum will be 3-2-1... ie no flankers
- 3 players... the scrum will be 3-2... ie. no flankers or #8

Notes:

- If a team is short a **forward** due to injury or card, but have a player on the field who is suitably trained and experienced to cover the forward's position, they can opt to play a back short and bring the "new" forward in to form a 8-player scrum. If the team is without a "new" forward then the 3-4 rule applies.
- the least number of players per team in a scrum is 5
- the number of players for each team in a scrum must be the same
- the opponent's forwards removed from the scrums must be 5m back during the scrum

- 2) If the number of players for a team is reduced because of a red or yellow card **to a back**, there is no affect on the number of players in a scrum... ie all 8 players can take part.

Scrum

- 1) If at any time a team does not have trained players for the positions in the front row **or locks**, scrums will be played as uncontested scrums. (see Variations Law 20.1)
- 2) The #8 must be bound with their head between the hips of the 2 locks (ie NOT lock and flanker)
- 4) Once the middle line (between the opposing front rows) of the scrum has gone through 45 degrees, play must be stopped and a new scrum ordered.
 - the team who put the ball in at the original scrum shall put in the ball at the new scrum.
 - to reduce the number of resets, as the scrum approaches 45 degrees, the referee is encouraged to verbalize "use it" or "play it".
 - Teams must not intentionally wheel the scrum.
- 5) Once a team has pushed the scrum 1.5m from the original mark, it must stop pushing.
 - referees are to instruct the team to stop pushing
 - the standard phrase is "{colour} hold the push"
- 6) All players in the scrum must stay bound until the scrum ends.
 - a player (ie. the #8) may not delay the ball from leaving the scrum once it is at their feet

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Excerpts from the
BCRRS OFFICIAL'S GAME MANAGEMENT DOCUMENT
2016-17

NOTE: this section contains only excerpts of the BCRRS Official's Game Management Document 2016-17. Readers should consult the complete document .

Additional notes that are relevant to U-19 or high school games have been added here and are highlighted.

Some Law interpretations coming into effect in 2016-17 are highlighted

Law 6 - Match Officials

- 2) Where possible, certified referees will be appointed as Assistant Referees {AR} (especially for the Provincial Finals and the High School Tournaments).
 - these AR's will signal; touch, touch-in-goal, the success of kicks at goal **and** foul play.
 - they may also provide other assistance to the referee as directed by the referee
 - the primary responsibility for decisions during play remains the referee's
- 3) Where qualified referees are not appointed to be an ARs, each club will appoint a person to be a Touch Judge {TJ}. These people should be experienced and competent and are responsible for signalling touch, touch-in-goal, the success of kicks at goal.... but **NOT** foul play.

Law 8 - Advantage

- 5) In cases of foul play, advantage can be played BUT it must be clear and of great benefit...
 - ie. there is a definite chance that a try will be scored.
 - If advantage is played after foul play, the referee should, at the next opportunity, give an admonishment to the player/s concerned or apply a yellow or red card.

Law 9 - Goal Kicks after a Try

- 1) Law 9.B.1 states the kicker may put the ball on the ground, sawdust or a tee only. Also the kickers must take the kick within 90 seconds following the scoring of a try. If not taken within the time limit the kick will be disallowed.
- 2) **Law 9.B.2 states that try scorers may decline the conversion kick. They must notify the referee by saying "no kick" after the awarding of the try and before time runs out in the half or game (ie. clock to 00:00). Once the decision is made to decline the conversion, the referee will award the restart kick.**

Law 10 - Foul Play

- 1) Along with the awarding of a penalty kick to their opponents, a player who breaches Law 10 is to be:
 - admonished
 - OR**
 - cautioned and temporarily suspended (yellow card + sin bin)
 - OR**
 - sent off (red card)
 - Referees have discretion when choosing which of these actions to take but must choose a sanction in keeping with the severity of the foul play **and the age, skill and experience of the player**. In no way should referees appear to condone or minimize foul play.
 - Referees are to focus on the actual dangerous acts without considering the intent of the offender. ie. though accidental or clumsy dangerous play should still be penalized.

NOTE: There may be instances where the referee may ask a coach to remove a player from the game voluntarily if they feel the player is apt to commit an act of foul play during future play. It is expected that the coach would comply and use the opportunity to coach and advise the player against such acts.

Law 10.2 - Unfair Play

- 1) Consistency in the tolerance levels of referees is required. Referees must differentiate between offenses that are cynical and those that are clumsy or unskilled.
 - The referee may decide not to penalize a player for a 1st offense that they consider to be clumsy or unskilled.
 - A repeat of the offense would be deemed intentional.
- 6) Law 10.2 (d) now makes it illegal for a player to “simulate” that they have been subjected to any infringement by an opponent... Note: not limited to foul play. (Sanction Penalty Kick)

Law 10.6 - Cards

- 2) A Yellow Card will be used to signify that a player has been “cautioned and temporarily suspended”.
 - “sin binned” for eight minutes playing time (not to include half-time, stoppages for injury etc.).
 - the player must stand alone behind their opponents’ dead-ball line, or with a designated fourth official.
 - they shall not re-enter play until they are permitted to do so by the referee
 - they should report to the referee before resuming play... the referee is to remind them of their obligations and the consequences of further cardable offenses... ie. 2nd yellow = red
- 3) If a player is temporarily suspended, the referee must send to the BCRU or high school league coordinator (within 48 hours after the match) the full name of the player, their team and the circumstances that necessitated the temporary suspension (ie Law reference).
- 4) If a player is sent off, the referee must send to the BCRU or high school league coordinator (within 48 hours after the match) an ejection report naming the player and the circumstances that necessitated the ordering off. (a reporting form is available at the BCRU website).
 - the ejection report must give the name of the player sent off, their team’s name, a clear, factual description of the incident, the reasons the player was sent off, any previous warnings give to the player (or their team) and the player’s response to being sent off
- 5) If a player is sent off on the recommendation of an AR, both the referee and the AR must send to the BCRU or high school league coordinator (within 48 hours after the match) an ejection report naming the player and the circumstances that necessitated the ordering off. (a reporting form is available at the BCRU website)

Law 12 - Ball Ripped from Ball Carrier

- 1) It is **NOT** a knock-on if a defender deliberately rips the ball or knocks the ball from an opponent's hands and the ball goes forward from the ball carrier's hands. However, it **IS** a knock on if a player in tackling an opponent makes contact with the ball and the ball goes forward from the ball carriers hands.

Law 15 - Tackle: Ball Carrier Brought to Ground

- 1) The use of the “turtle” or “squeeze ball” by a tackled ball carrier is NOT permitted... ball carriers must NOT lay face down and push the ball back under their body and between their legs.
 - If the referee believes that the ball carrier plays the ball in this way:
 - inadvertently, they should call for a scrum (non-offending team has the put in).
 - intentionally, they should penalize the ball carrier.

Law 17 – Maul

- 3) Once a maul is formed, the ball can only be moved backwards “hand-to-hand”
 - ie the ball carrier may not slide to the back of the maul (sanction penalty kick).
- 4) Referees are to be vigilant with ANY players who do not join a maul from behind or alongside their hind-most teammate in the maul.
 - ie attacking players as well as defending players.

Law 20 – Scrum

- 2) Players must be assembled and ready for the referee to call “crouch” within 30 seconds from the time the referee makes the mark. (Sanction: free kick)

- 8) When a scrum collapses or a player stands up in a scrum (and their feet are on the ground)... advantage may now be played (if it is safe to do so)
 - ie advantage cannot be played if a player in a scrum is forced upwards and their feet are off the ground.
 - Referees are to be very vigilant of safety issues when applying this Law application
- 10) If the scrum becomes stationary and does not start moving again without delay, and the ball is at the #8's feet, the referee will call "use it". The ball must be played immediately. (sanction: re-set scrum, opponent's put-in)
- 13) The scrum half of the team that does not win possession (if they started beside the scrum)
 - may follow the ball in the scrum providing they do not put either foot in front of the ball
 - they must remain within 1m of the scrum
 - they may not move into the space between the attacking flanker and the #8

Law 21 – Penalty and Free Kicks

- 3) If any penalty kick or free kick is awarded within 5m of a goal line, the mark will be 5m from the goal line...
 - ie PK or FK for defenders as well as attackers.

Applicable Excerpts from the BC Rugby Rules of Competition (September 24, 2012)

Field Set up

- 3) At **all games**, appropriate spectator restraints must be in place on both sides of the field. The minimum standard for this is roping placed a safe distance (3m) back from the touchline and from dead-ball line to dead-ball line on both sides of the pitch.

- The match referee has the discretion to waive this requirement.

- While this rule of competition applies to all BCRU U-19 games, high schools should also comply, especially if the number of people on the sidelines is likely to interfere with the game.

Team Personnel

- 1) Teams may have 2 physios/trainers/doctors and 2 water carriers inside the ropes during the game. The physios/trainers/doctors may both be on one side of the pitch or one on each side.

In high school games a team coach can take on the role as one of the physios/trainers/doctors or water carriers. It is expected that the coach taking on this role (especially as physio/trainer/doctor) focus on that role rather than coaching. **NOTE: the BCRU has not made this ruling**

Abandoning of a Game

- 1) The referee has the power to abandon a game at any time if, in his or her opinion, the game should not continue to full time. The referee must report (within 72 hours) the reasons for making this decision to the BCRU or **high school league coordinator**.
- b) Where a game is abandoned for any reason other than weather conditions, the referee and Club executive members representing both Clubs shall submit (within 72 hours) a written report detailing the reasons for abandoning the game to the BCRU or **high school league coordinator**.