

PROVINCIAL CHAMPIONSHIP TOURNAMENT(S)

TOURNAMENT COORDINATOR / COMMITTEE

1. The Tournament Coordinator shall be appointed by the President (or designate).
2. The duties of the Tournament Coordinator shall be to:
 - a) select members of the Tournament Organizing Committee;
 - b) organize and conduct the Provincial Championship Tournament(s) in accordance with the Constitution, By-Laws and Rules and Regulations of the British Columbia Secondary Schools' Rugby Union;
 - c) liaise with the President (or designate) concerning the organization of the Tournament(s);
 - d) keep the membership of the British Columbia Secondary Schools' Rugby Union advised concerning the organization of the Tournament(s);
 - e) maintain a file of all Tournament-related correspondence;
 - f) submit a report and financial statement on the Tournament(s) to the President (or designate).
3. The President (or designate) and, where possible, the previous Tournament Coordinator shall be members of the Tournament Organizing Committee.

ELIGIBILITY OF TEAMS

1. The Tournament(s) shall be open to senior boys' teams from British Columbia secondary schools who are members in good standing of the British Columbia Secondary Schools' Rugby Union, and who qualify through a playoff structure within their zone.
2. The British Columbia Secondary Schools' Rugby Union shall accept one team only per registered school to represent that school at either the 'AAA' or 'AA' Championship Tournament.

LAWS OF THE GAME

The Laws of the Game of Rugby Football as framed by the International Rugby Football Board shall be applied. These include Variations to the Laws of the Game where the fifteen-a-side game is played at the Under-19 level.

TOURNAMENT FORMAT

1. There shall be an 'AAA' Tournament and an 'AA' Tournament.
2. The final allocation of berths to each zone shall be determined by the Executive no later than **April 15th** of the current school year. The number of berths available for each zone shall be based on the number of schools actively competing at the senior level, with adjustment for proven strength of teams.
3. For each Tournament, teams shall be ranked from first to last. Each team shall play one game only for each day of the duration of the Tournament.

GAME DURATION AND TIE-BREAKING PROTOCOL

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.

REPLACEMENT AND SUBSTITUTION

1. Any number of players may be registered, **BUT** please refer to the rules below with respect to the replacement/substitution of players.
2. Definitions
 - **Team:** A team consists of fifteen players who start the match together with any authorized replacements and/or substitutes.
 - **Replacement:** A player who replaces an injured team-mate.
 - **Substitute:** A player who replaces a team-mate for tactical purposes.
3. For international competition, a Union may nominate up to seven replacements/substitutes. For other matches, the Union with jurisdiction over the match will decide how many replacements/substitutes may be nominated.
4. 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 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 able 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 able to play in the front row, and at least one player play in the lock position.
 - A player may be replaced, if injured, and 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.

ALLOCATION OF REFEREES

An Allocator of Referees shall be appointed for the Tournament(s).

TOURNAMENT SITE

Subject to the availability of fields of sufficient number as well as adequate size and standard, the Tournament(s) shall be held at sites throughout the province.

TOURNAMENT COSTS

Each qualifying team may be levied an entry fee determined by the Tournament Organizing Committee and payable to it.

TROPHIES / MEDALS

1. For each Tournament, the first place team shall receive a trophy and up to twenty-five gold medals. The second place team shall receive up to twenty-five silver medals. The third place team shall receive up to twenty-five bronze medals.
2. For each Tournament, a trophy shall be presented to the Most Sportsmanlike Team.

RISK MANAGEMENT

1. At least one athletic trainer must be on site at all time.
2. Any player leaving the field due to injury must be seen by the medical staff.
3. Players needing to be seen in follow-up the next day (usually for clearance to play) must be seen by a trainer before their team's next game can begin.
4. Any player diagnosed with definite concussion cannot compete in the remaining games of the Tournament.

5. 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.*

TRAVEL RESPONSIBILITIES

1. Each qualifying team shall be entirely responsible for its own travel arrangements and costs.

2. Teams must arrive at the Tournament site(s) in good time so as not to delay the Tournament.

DRESS CODE

1. Each player must wear a regulation jersey, shorts and socks in approved school colours.
2. Jerseys must have a clearly identifiable number on the back. These numbers do not necessarily have to correspond to the player's specific field position for that game. Jerseys must be tucked into the shorts. Jersey sleeves may be full length, or if shortened to just above the elbow, they must be hemmed.
3. Cut-offs, soccer shorts, basketball shorts, swimming trunks, etc. are not acceptable. Compression shorts should be the same as, or close to, the colour of the uniform shorts. Other apparel worn underneath the shorts must not be visible.
4. No more than two credit-card-sized commercial logos, approved by the BCSSRU Executive, are permitted on a team uniform (i.e. the playing jersey and shorts).
5. Tape or approved 'soft' helmets may be used to cover the ears and/or head. Bandanas, toques, loose headbands, etc. are not acceptable. No jewelry or other adornments (watches, rings, neck chains, earrings, etc.) may be worn. Braces must not contain metal or plastic parts.
6. Players who do not meet all of the above requirements will NOT be permitted to play.

TOURNAMENT FUNCTIONS

1. Teams which qualify for the Provincial Championship Tournament(s) are expected to make a full commitment to the activities and functions associated with the event.
2. Where a team qualifies for a Provincial Championship Tournament and does not attend functions designated in advance as mandatory by the Tournament Organizing Committee, a performance bond of \$250.00 shall be required should that team qualify for a subsequent Championship Tournament. The bond would be refunded if the team meets the requirements in that subsequent Championship Tournament.

Championship Tournament Functions designated as mandatory are the:

- Tournament Organization Meeting (Wednesday morning)
- Opening Ceremony
- Closing Ceremony and Presentation of Awards

DISCIPLINE POLICIES, PROCEDURES AND PROTOCOLS

1. Preamble

BC Secondary Schools' Rugby Union 'Discipline Policies and Procedures' are based on the following three principles:

- Due Process
- Judicial fairness
- Resolution of Each Issue in a Timely Manner

It is the responsibility of the teacher-sponsor and/or teacher-coach to advise members of their school team of the BC Secondary Schools' Rugby Union and BC SCHOOL SPORTS Rules and Regulations which govern their conduct while they are participating in Union-related activities.

The BC Secondary Schools' Rugby Union wishes to emphasize that safe participation by all players in the game is paramount. To this end, players are required to be familiar with, and to abide by, the Laws of the Game by demonstrating sportsmanship and disciplined behaviour in their play at all times.

Violations of the BC SCHOOL SPORTS Coach's Code of Conduct (Section B2) are dealt with according to BCSS Competitive Rules and Regulations as follows:

- Section B2.1: Rules of Conduct
- Section B2.2: Procedures for Complaints Regarding Rules of Conduct

2. Discipline Committee

Each year, the Executive shall appoint a Discipline Committee. The Chair of the Discipline Committee shall be the President (or designate).

3. Disciplinary Action

A Discipline Hearing shall be held for:

- a. a player who receives a red card and/or has been ejected from a game by an official for misconduct;
- b. a player who has received two yellow cards during the Tournament;
- c. a written report that has been submitted to the Discipline Committee concerning misconduct of a player (or players) with respect to activities and/or venues related to the Tournament.
- d. a written report that has been submitted to the Discipline Committee concerning any other incident deemed inappropriate, and reported to the Tournament Organizing Committee.

Prior to the Discipline Hearing for a) or b) above, a written report on the ejection or incident of misconduct must be submitted to the Chair of the Discipline Committee by:

- a. the referee
- b. the player(s)
- c. the player's coach and/or teacher-sponsor, and
- d. where appropriate, the opposing coach and/or teacher-sponsor.

Prior to the Discipline hearing for c) or d) above, a written report must be submitted to the Chair of the Discipline Committee through the President or the Chair of the Tournament Organizing Committee.

4. Discipline Hearing Panel

For each discipline case, the Chair of the Discipline Committee shall appoint three (3) members of the Committee to serve as a Discipline Hearing Panel. No members of this panel shall be from the same school as the parties involved in the Discipline Hearing.

The Discipline Hearing shall take place as soon as possible after the required submissions have been received by the Chair of the appropriate Panel. The decision of the Panel will be communicated to the appropriate parties as soon as possible after the formal Hearing is completed.

5. Appeals

The decision of the Discipline Hearing Panel may be appealed to the Chair of the Jury of Appeal up to two hours after the decision has been communicated verbally to the Parties involved. An appeal will be heard only if:

- a. new written evidence is submitted with the request, or
- b. evidence shows that the original Discipline Hearing did not follow due process, or was incorrectly conducted.

6. Hearing Procedures

A Hearing shall take place as soon as possible after all of the requested submissions have been received. Given the 'voluntary' make-up of the Panel, the Hearing may

take the form of an in-person meeting, a conference call or by written submissions of the required documentation.

The format of the Hearing shall be as follows:

- Step 1: Introduction
- Step 2: Declaration of Conflict or Bias
- Step 3: Explanation of the Hearing Procedures
- Step 4: Allegations of Misconduct
- Step 5: Appellant's Presentation
- Step 6: Respondent's Rebuttal
- Step 7: Respondent's Presentation
- Step 8: Appellant's Rebuttal
- Step 9: Presentation of Other Information
- Step 10: Closing Statements from the Respondent
- Step 11: Closing Statements from the Appellant
- Step 12: Statement of Appeal Process (where appropriate)

After those representing both the appellant and respondent have concluded their presentations to the Hearing, the Panel shall meet privately to consider its decision.

7. Distribution of Information

Decisions of the Discipline Hearing Panel and the Jury of Appeal shall be communicated verbally by the Chair of the Panel to the respective parties as soon as possible following the conclusion of the Panel's deliberations.

The distribution of the written report shall be as follows:

- a. the parties involved;
- b. the President of the BC Secondary Schools' Rugby Union (or designate);
- c. the Executive Director of BC SCHOOL SPORTS.