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BCRRS OFFICIAL'S GAME MANAGEMENT DOCUMENT
2014-15

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 are found in the Laws of the Game.

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

This document should be read together with the BCRRS Game Management Document as the majority of policies described there also apply to U-19. The applicable portions of the BCRRS Game Management Document have been reprinted at the end of this document. NOTE: Many of the Law trials from 2013-14 have been placed in the 2015 Laws. These are highlighted in this document. A clarification of Law 20 – scrums when a team is a player short in the forwards is highlighted.

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) NOT permitted to re-enter the game until the next stoppage and only if the player (or replacement) is now wearing a mouth guard. NOTE: this means that the player's team will only have 14 players on the pitch until the next stoppage in play.
- There will be no other sanction applied.

Number of players – substitutions/replacements

- 1) Match officials are to check with team management pre-game to ensure team replacements and substitutions especially for front row and locks.
- 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 (ie for tactical reasons 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.).

Cards

- 1) If the number of players in the game for a team has been reduced 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 by:

- 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

However, teams can bring suitably trained players from the backs into the forwards in these situations i.e. if a team is short a forward due to injury or card, but have players on the field that are suitably trained to cover all the forward positions, they can opt to play a back short and continue with an 8 person scrum as long as the "new" forward is suitably trained. If the team is without a "new" forward then the 3-4 rule applies.

Notes:

- 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
- 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.

Tackle

- 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.

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.
- 2) If at any time, a team does not have enough trained players for a scrum (ie 8 players), the number of players in the scrum will be reduced as described in Law (see above section on cards).
- 3) 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 needs to 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.
- the #8 may not delay the ball from leaving the scrum once it is at their feet

Games Which 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.

Excerpts from the
BCRRS OFFICIAL'S GAME MANAGEMENT DOCUMENT
2014-15

NOTE: this section contains **ONLY SECTIONS** of the BCRRS Official's Game Management Document 2014-15 that are relevant to U-19 or high school games. **These relevant sections are highlighted below.**

Readers of this document should refer to the complete Game Management Document 2014-15 for complete notes.

Law 6 - Match Officials

- 2) Where possible, qualified referees will be appointed as Assistant Referees {AR} **(especially for the Provincial Finals and high school tournaments)** games).
- 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

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 10 - Foul Play

- 1) 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. In no way should referees appear to condone or minimize foul play.

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

- 2) 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 could be clumsy or unskilled.**
 - **A repeat of the offense would be deemed intentional.**

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 bcrugby.com/admin/discipline and at bcrrs.ca).
 - 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 bcrugby.com/admin/discipline and at bcrrs.ca).

Law 15 - Tackle: Ball Carrier Brought to Ground

- 1) Playing the ball as a squeeze or turtle ball is legal in senior rugby (**but NOT in U-19 and younger**). However, the ball must be played immediately and not delayed under the ball carrier’s body.
 - unplayable rucks should be whistled quickly.
 - a large number of unplayable rucks indicate there is a problem... ie players going off their feet over the ball, not rolling away, etc.

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**.