



Thames Valley Regional Athletics

RULES OF PLAY: RUGBY

1.0 In reference to schedule 5, **Organization of Competitive Groupings, Seasons and Practice Restrictions**, league competition will be organized into the following divisions, when schools have teams competing:

Premier Division – Development Division (the number of teams competing in each tier will be dependent on; previous results, experience of team and/or coaching staff, classification of school and geographical location of school.

League play, playoff schedules, and advancement to WOSSAA - procedures which reflect these divisions will be communicated to the Athletic Directors and coaches as soon as practical, prior to the start of each season.

- 1.1 League and playoff format in successive years will be subject to change at the discretion of the Rugby Sport Advisory Committee.
- 1.2 All teams will play a balanced schedule (where at all possible) up to a maximum of six (6) league games.

2.0 Eligibility

- 2.1 Refer to the TVRA Agreement Schedule 6 as well as the following:
- 2.2 For Boys Rugby, (for 2017-18) all players must be in at least grade 10 or higher and have reached his 15th birthday by January 1st in the year in which the competition is held. For Girls Rugby, all players must be in Grades 9-12.
- 2.3 All players must have at least 14 days of practice before playing in a TVRA contest.
- 2.4 A team must have a minimum of two front row substitutes available for any TVRA contest.
- 2.5 A student may only play on one team of the same sport (team or individual) during a school year.
- 2.6 Any coach ejected from a contest shall automatically be suspended until, and including the next TVRA league contest. Coach ejections should be reported by the official on the game sheet and reported to the Convenor, who will in turn report to the Coordinator as per Schedule 8 – Coaching Issues of the Secondary Schools Participation in Sports Agreement.

3.0 Competition

- 3.1 The current IRB, CRU and Ontario Rugby Union Laws with approved junior deviations will govern game play.
- 3.2 Rules and procedures may be modified, if deemed advisable by the Convenor and Coaches at the pre-season Coaches' Meeting.
- 3.3 Game time shall be two halves of 30 minutes each. Teams switch ends at half. If 2 games are played in the same day, the game time shall be two halves of 20 minutes each.
- 3.4 Games shall only be postponed because of extremely poor weather, poor field conditions, or the unavailability of a Referee.



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- 3.5 In order to postpone a game, the home team shall first consult with the opposing coach as per change of schedule procedures. S/he will then notify the Convenor, who will in turn notify the Athletic Coordinators, Principals of both schools, officials, media and medical services.
- 3.6 Referees and coaches are to be aware of the **OPHEA** guidelines regarding inclement weather. Specifically, **Appendix F** outlines the safety protocol that needs to be followed when lightning/thunder is seen and/or heard.
- If a game is called due to extremely poor weather:
- The Referee will confer with both coaches and then have the power to call the game.
 - If a game is called in the second half, the score will stand as final.
 - A game called in the first half or at half time will be considered null and be re-scheduled.
 - Referees may call a game at any time if they and the coaches consider the safety of players to be at risk.
- 3.7 A bench area for teams and coaches must be respected, with room given for the Touch Judge.
- 3.8 The players shall remain at centre field between the 10 metre lines and 3 metres back from the sidelines (or at the edge of track). If both teams are on one side of the field, each team will stay between its own 22 and 10 metre lines.
- 3.9 Fans must conform to OFSAA Code of Conduct. **Penalties:** Referee will stop game and clock until fans back away. Repeated problems will result in suspension of play with the score standing as per IRB rules.
- 3.10 Teams may dress an unlimited number of players for any one game. Unlimited substitutions should be made quickly on your own ball and the Referee is to be notified.
- 3.11 Coaches must notify the Convenor immediately following a game in which any player is sent off by the Referee.
- 3.12 **Sanctions for Deliberate or Violent Offences: All such offences shall be subject to the procedures outlined in Schedule 7 of the TVRA Participation in Sports agreement and must be reported by the coach to the Convenor and Coordinator immediately.**
- Kicking, Raking, Prolonged Fighting, Dangerous Tackling:
1st offence = ejection plus two games; 2nd offence = ejection plus season suspension.
 - Persistent criticism and Disputing of Referee's Decision: 1st offence = ejection plus two games; 2nd offence = ejection plus season suspension.
 - Personally Insulting Remarks to Referee or Coach, Allegations of Violence, Threats: 1st offence = ejection plus two games; 2nd offence = ejection plus season suspension.
 - Continued Insulting Remarks to Referee after Send off, Refusing to Leave Pitch: 1st offence = season suspension.
 - Violent Physical Contact with Referee: 1st offence = season suspension.
- 3.13 **Home team duties:**
- ensure that the field is properly flagged and padded.
 - supply a good quality game ball.
 - complete the official game sheet.
 - coaches of the last game at any facility will ensure that the flags and post pads are stored properly.
 - Retain the official game sheet for all games until the end of the season. Game sheets must be available to forward to the convenor upon request.



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- 3.14 The coach of the **winning** team is responsible for entering the score on the tvra.com website.
- 3.15 **Scoring** – There will be bonus points available to teams for each match played in addition to regular points earned. Teams will be awarded; 4 points for winning a match, 2 points for drawing a match, 0 points for losing a match. **Bonus points**; 1 try bonus point for scoring 4 tries in a match, 1 losing bonus point for losing by 7 points (or fewer), 3 bonus points for an undefeated season.

4.0 Uniforms and Equipment

- 4.1 All competitors must compete in their school uniforms that are consistent with IRB Rules regarding jerseys, shorts, protective padding and cleats.
- 4.2 All players must wear mouth guards.

5.0 Ties in League Standings

If two or more teams are tied at the end of the regular season, the ties shall be broken as follows, in order

- a) Head to head game results between the tied teams
- b) Fewest points allowed in games involving tied teams
- c) Point differential in games involving tied teams
- d) Fewest points allowed in all games played
- e) Coin toss

In case of a tie in league standings involving more than two teams, the above procedure will be followed until one team is separated out. They will receive the highest standing. The remaining tied teams will revert to step (a) as above.

6.0 Championship Categories and Playoff Procedures

- 6.1 Post season play shall be according to the classifications of A/AA and AAA. Playoff procedures and brackets will be determined by the Rugby SAC and presented no later than the pre-season meeting.
- 6.2 If Semi-final and Final matches are played on the same day, then the Semi-final shall be played with 15 minute halves. This will allow enough playing time for overtime periods, should they be required.
- 6.3 **Overtime Procedures:** All playoff games tied at the end of regulation will be decided as follows:
- a) The teams shall play two full 5-minute periods, switching ends at the half.
 - b) If still tied, each team will select (3) players who shall be organized to kick from a designated spot at the goal posts (penalty kick). Each player will kick from the same spot. The spot shall be mid-way between the side lines on the 22 metre line. The team kicking first will be determined by a coin toss. The first round will consist of three (3) kicks from each team (alternately). If still tied, then sudden death alternating kicks will take place, using the same three (3) kickers. If no player scores on the penalty and sudden death kicks, then the Referee can opt to move the kicking spot closer to the goal posts, until such a time that a winner can be declared.



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7.0 Advancement to WOSSAA, OFSAA

- 7.1 The Champion in the A/AA contest shall advance to WOSSAA.
- 7.2 The Champion in the AAA contest shall advance to WOSSAA.

8.0 Awards

- 8.1 TVRA Boys A/AA Rugby Champions (9x12 plaque)
- TVRA Boys AAA Rugby Champions (9x12 plaque)
- 8.2 TVRA Girls A/AA Rugby Champions (9x12 plaque)
- TVRA Girls AAA Rugby Champions (9x12 plaque)

9.0 Convenor Responsibilities

As outlined in the TVRA Sports Agreement section 5.6 and schedules 3 through 8.

9.1 Convenor Coverage:

There is one (1) day of supply coverage available for convening and planning for each of Boys and Girls Rugby in TVRA Central and TVRA South East.