

## RUGBY (18.10)

Rugby Canada Rules will be used under the guidelines set down for the Under Nineteen Division unless special playing rules are put forth by the NBIAA. In this case the NBIAA rules will take precedence over any other rules.

### Special Provisions:

1. The required minimum number of players dressed to start a game must be fifteen (15) and ten (10) for rugby 7s.
2. For 15s , teams must have a minimum of twenty (20) players registered for competition, but the NBIAA strongly recommends registering twenty-five (25) or more players. For 7s, teams may register twelve (12) players for each tournament in league play or playoffs.

**Length of Game:** Rugby 15s games consist of two 35-minute halves (70-minute games) with at least a five (5) minute break between halves. Rugby 7s games consist of two 7 minute halves with a 2 minute break between halves. Players are only permitted to play a maximum of 80 minutes per day and 48 hours between full regulation games.

No overtime is played in regular season matches. (See below for playoff format)

The completion of ½ of a rugby match constitutes full time if the referee decides to halt the match for safety. The team with the most points at the completion of the ½ will be considered the winner. This does not include a team forfeiting the remainder of a game. Sanctions are set down by the NBIAA for any team failing to complete a match.

**Number of Games Permitted:** A rugby 15s team shall be limited to **12** games (including exhibition, control scrimmage, tournament and league play). Each team can participate one pre-season jamboree to maximum of 70 minutes of play and be considered 1 game. All games in the regionals and provincials shall not be counted in the 12 game limit. A rugby 7s team shall be limited to 8 exhibition tournaments, excluding the exhibition finals.

### Tie-Breaking Procedure (at the Conclusion of a Playoff Game)

There is no overtime in regular season play.

In the event of a tie after regulation in a play-off match the U-19 tie-breaking procedure will be used.

- The team scoring the higher number of tries shall be deemed the winner.
- The team scoring the higher of goals (converted ties) shall be deemed the winner.
- If a tie still exists, the team scoring the higher number of drop goals shall be deemed the winner.
- If a tie still exists, the team scoring the higher number of penalty goals shall be deemed the winner.
- If there is still a tie, each team shall nominate five kickers to kick at goal from the 22 metre line. The kickers from each team will alternate. All kickers will kick. The team that scores the higher(est) number of successful kicks out of five, will be designated a higher(est) place.
- If there is still a tie, kicks will be taken from a position, a further ten metres from the posts. The competition shall continue until one kicker in the series succeeds where the opposition misses. The team whose kicker has recorded the successful kick out of this pair shall be designated the higher(est) place.
- The kicking competition shall be repeated until a winner is declared.

**League points system:** Points will be awarded for play on the following basis: Win - 3 points; Tie - 1 point; Loss - 0 points

**Substitutions:** Unlimited substitutions are permitted. Substitutions shall be made only when the

ball is dead and with the permission of the referee.

**Equipment:**

- a) All players must wear full fit interior mouth guards.
- b) All other players' clothing will be as stated in the World Rugby's Law 4 (Players' Clothing).

**Disqualifications:** Any player ordered off the field shall be suspended from the team's next scheduled match. Names of all players suspended must be reported to the school principal.

**Coaching Certification**

All coaches will be required to take the Community Initiation - World Rugby Level 1 course before the start of the season. Completion of 'A Coach's Guide to the NBIAA' course is mandatory for all registered members on the coaching staff prior to the beginning of the season, see OR 13.

**Officials**

All rugby games played under NBIAA guidelines must be refereed by a minimum level 1 certified referee.

**Pre-Season :** Due to the nature of the sport of rugby and the length of the season training sessions should begin in February. Players must be physically ready to participate in contact drills and have participated in at least 8 separate 60 minute minimum full contact progressive physical training sessions.

**Schedule:** The league is composed of two Regions : North/East and South/West. The scheduling will depend on number of teams registered.

For rugby 7s, league play shall consist of tournaments involving all teams within the conference/region and will follow a round robin format.

**Regional Play:** In Regional league play (interlocking), the top two teams based on league standings would advance to the Provincials.

**Semi-Finals:** to be played the Sunday prior to provincials.

**Provincial Championship Game:** The site will be alternated between the North-East and South-West winner. The Championship Match will be played on the first Friday of June with a start time of 5:00 PM or 5:30 PM if possible. The schedule must be sent to the NBIAA for approval.

**Financial** - The Semi-Finals and Provincial Championships must charge admission fees, please refer to O.R. 5.3.

**Ejections:** All names of players and coaches ejected must be reported to school principal. Players and coaches ejected from a game shall be suspended from the remainder of the game and the next scheduled game (exhibition, conference, regional or provincial). If the ejection takes place during a semi-final regional or provincial event, the player(s) or coach(es) is suspended from the next scheduled game, excluding exhibition games.