

BOYS' RUGBY

2016-2017

1. SEASON OF PLAY

Boys = Spring Season

2. LEVELS OF COMPETITION

Junior Boys Senior Boys

3. ELIGIBILITY

Senior Level - The following classifications shall apply for Senior BOYS' RUGBY:

A/AA	under - 951 students
AAA	951 and over

Junior Level - The following classifications shall apply for Junior BOYS' RUGBY:

A	Schools with a population of 799 or under
AA	Schools with a population of 800 or more

Note: School classification is based on enrolment on October 31st of the PREVIOUS school year.

Note: According to ARTICLE XV; Section 1, a team may opt to play at a higher classification if they declare their intention by the Declaration of Play deadlines.

ELIGIBILITY FOR JUNIOR BOYS' RUGBY

- The individual's birth certificate indicates that he has **not reached his 16th birthday by August 31st**, prior to the start of the school year in which the competition is held.
- Only students in their first two years of high school, based on the date they entered grade nine, will be eligible.

EXCEPTION: a student who has been accelerated one year in elementary school shall be allowed to play at the junior level for a maximum of two (2) consecutive years in the first three (3) years of his high school career. The student shall meet the above age requirement and documentation of the acceleration shall be provided with the eligibility sheet.

ELIGIBILITY FOR SENIOR BOYS' RUGBY

- The individual's birth certificate indicates that he has **not reached his 19th birthday by January 1st** prior to the start of the school year in which the competition is held.

A school/team must conduct a 'bona fide' high school program consisting of a minimum of fifteen (15) practices during a minimum one (1) month period during the current school year under the supervision of a teacher as certified by the school principal.

To be considered eligible for OFSAA Boys' Rugby, each team member must be a minimum of 16 years of age on the starting date of the championship in which the competition is held.

4. ELIGIBILITY SHEETS

The eligibility sheets must be to the convener BEFORE THE THIRD WEDNESDAY OF APRIL.

5. GAME TIME

Usually the game will start not before 3:30 (no earlier without the Convener's knowledge and both Principals' permission).

6. HOME SCHOOL RESPONSIBILITIES

- Have field correctly marked, corner flags in place (corner flags must be on the field, minimum height 5' (or its metric equivalent) and rounded at the top), uprights padded, team benches out.
- Provide a suitable game ball.
- Ensure that the behavior of spectators is what is expected.
- Ensure that the field is in playable condition.
- In the event that the game has been called off, the coach is to notify the Athletic Convener and the visiting coach immediately, preferably before 12 noon. Official(s) WANT 24 HOUR NOTICE or they may have to be paid.
- Have a second set of shirts available for the home team to change into in the event that there is a conflict of team colors.
- As of April 2011, player benches must be on the same side of the playing field. Spectator areas will be on the opposite side of the players' benches. Where this cannot physically be possible, the players' bench areas must be clearly defined and spectator areas are not to be in those areas.

7. PAYMENT OF OFFICIALS

The officials will be paid at games. The home team will pay for all home matches (including the playoffs). The visiting team is responsible for transportation costs to and from the competition.

If a gate is charged at an NRHSAA league or playoff game, then all expenses will be paid from the gate and then the rest will be divided equally between home and visiting team.

In the event a playoff game is played at a neutral site then the cost of the officials will be shared equally between participating teams.

8. REPORTING SCORES

The home team will report the scores to the Athletic Convener in charge.

9. OFFICIALS

All attempts must be made to use accredited officials.

10. OFFICIAL RULE BOOK

Zone/SOSSA/OFSAA policies plus the Laws of the Canadian Rugby Union will govern the playing of boys' rugby.

11. GAME FORFEITURES

The following policies are in place for game forfeitures:

- (1) Should a team forfeit a game with less than 48 hours' notice, all costs associated with the game shall be charged to the forfeiting school.
- (2) Should a team forfeit a game, the forfeiting team will be given a loss as a result of the forfeit.
- (3) Should a team forfeit two (2) games during regular season play, the team shall be removed from the league and all points earned in games played against that team shall be removed from league standings.
- (4) A team that forfeits a game during the regular season loses all rights with regards to tie breaking procedures. (ie if the team is tied for 3rd, the team will be relegated to 4th place).
- (5) A team that forfeits a playoff game shall also forfeit the right to play any further playoff games at the current or subsequent level of playoffs (ie when two teams qualify for SOSSA).

12. LEAGUE AND PLAYOFF FORMAT FOR NRHSAA BOYS' RUGBY

The format for league competition and playoffs will be determined at the Convener's Individual Sport Body Meeting. All schools participating are to send a representative to the Convener's Individual Sport Meeting otherwise forfeit all rights for input into the league and playoff format.

Any game/match not played, will be recorded by the convener as a win for the school who did not forfeit.

In team sports where standings are used to determine playoffs, the win/loss achieved against teams that drop out will be taken away (not added) to teams that are still yet to play them.

13. PLAY-OFF FORMAT FOR ZONE 3 AND 4 BOYS' RUGBY (NRHSAA/NCAA)

If one association has one team only then the NCAA champion plays the NRHSAA champion for zone championship. Winner goes to SOSSA. If a second entry to SOSSA exists, then the second place finisher in the zone champions association may challenge the runner up in the zone final for the second entry into SOSSA. If a challenge game takes place then the runner up in the zone final will host the challenge game.

When both associations (NRHSAA and NCAA) each have two or more teams in a classification, then the zone play downs would feature the top two teams on each side qualify for the playoffs. There would be a crossover 1st from one association playing 2nd from the other association and vice versa in the semi-finals, and the two winners would then play in the zone finals. If the zone has two entries to SOSSA, both the winner and runner up in the zone final would qualify for SOSSA (there would not be a challenge game). In the semi- finals, the 1st place team from each association will host the game. In the finals, the result of the "flip" and "rotation" will host the game. One caveat to this is if both finalists are from the same association, and the rotation has the finals being hosted by the other association. In that case, the final will be hosted by the association to which both finalists belong.

14. PLAYING TIME

Each game shall consist of two (2) twenty five minute halves with a five (5) minute rest period. Finals shall be two halves of 25 minutes with a ten (10) minute rest period.

15. UNIFORMS AND EQUIPMENT

Uniforms shall conform to C.R.U. laws.

- All players must wear mouth guards at all times.
- All players must wear the same colored tops. No partial uniforms will be allowed.
- Wearing tracksuit pants or sweat pants will be at the discretion of the referee only in adverse weather conditions.
- CRU approved shoes that are duly inspected by the official and are deemed to be safe are allowed.
- Jewelry, watches, rings, casts, etc., that could be a hazard to other players will not be permitted. If you are in doubt, contact the referee before the game.

16. REPLACEMENT OF PLAYERS

1. There shall be unlimited substitution for injury, at any time during the game or overtime, provided the referee is notified. Injured players shall not return to the game.
2. Should a player be ejected from a match for any reason, he is no longer eligible for competition in that match and no replacement will be allowed for the remainder of that match during which the offence occurred. Note: if a player is ejected in a match he must sit out the next match. That may include zone and/or SOSSA playoffs.
3. Substitution for reasons other than injury shall be limited to six (6), at half time. Those, for whom substitution is sent in, may subsequently return to the game as replacements for injured players.
4. There is no provision for replacement, other than for injury during overtime.

17. BLOOD INJURY

Any bleeding player must leave the field immediately for treatment. The player is allowed 15 minutes (and a substitute) to control the bleeding. At the end of 15 minutes and if the bleeding has not stopped, the bleeding player may not return to play and the substitute becomes the permanent player.

18. TIE BREAKING PROCEDURES

These procedures shall be used when determining a play-off position when a league schedule leads to play-offs:

- (1) Record between tied teams;
- (2) Record against teams higher in the standings (1 above, then 2 above, etc.);
- (3) Record against teams lower in the standings (1 below, then 2 below, etc.);
- (4) (a) coin flip to determine playoff position only. The conveners will perform the coin flip. The school that is alphabetically highest will have "heads" in the coin flip. The convener will notify schools of the results.

(b) Playoff on a neutral field/court or a coin flip for home field will be conducted if both coaches agree, if it is to determine the final playoff position.

(c) In the event of a four way tie, the conveners, in consultation with the NRHSAA executive and the schools involved, will determine a tie breaking procedure.

19. TIE BREAKING PROCEDURES FOR actual PLAYOFF GAMES: as of March 2013

(i) In the case of ties after regulation time, following a coin toss, there will be two (2) five minute halves played with 10 per side (five forwards, five backs) with two (2) minutes between halves. The ten players on each side must be selected from the players on the pitch at the end of regulation time. *The remaining five players shall be directed to the end zone outside the dead ball line to remain there until the completion of the overtime period. These players are eligible and can be selected to kick at the end of the overtime period. If the teams are still tied at the end of the two (2) five minute halves, the game shall proceed to kicks as described in 9e(ii).*

(ii) Kicks: Each team will select up to three (3) players from among the players on the field at the end of regulation time. These players shall be organized to kick from designated spots at the same goalposts with the wind at their backs. A best of three format shall be used. Kicks may be a place kick or a drop kick. The kicks shall be in the following sequence on the 22m line:

- a) midway between sidelines and 22m
- b) left 15m line and 22m line
- c) right 15m line and 22m line

If still tied after three (3) kicks by each team, single sudden death kicks shall be attempted by a player from each team that was on the field at the end of the tied game. These sudden death kicks shall be taken in the same progression as (a) to (c) above.

20. RESPONSIBILITY OF VISITING COACHES

- Have your team at the opposing school at least 20 minutes prior to kick off.
- Control the conduct of any spectators accompanying the team.

21. SUSPENSIONS

A player who receives two (2) yellow cards or one red card offenses in the same game, will receive an automatic one (1) game suspension and no substitution may enter that game.

Should a player be ejected from the game for any reason, he is no longer eligible for competition in that game and no replacement will be allowed for the remainder of that game during which the offence occurred.

A player is ineligible for Zone play if previously suspended for a breach of the rules while playing under the jurisdiction of the Ontario Rugby Union.

22. ZONE QUALIFICATION TO SOSSA

One (1) champion from each zone will go to SOSSA. The SOSSA championship will be held in the spring at least one week prior to OFSAA. Check www.sossa.on.ca and www.ofsaa.on.ca for dates, times and locations.

NIAGARA REGION HIGH SCHOOL ATHLETIC ASSOCIATION RUGBY MATCH SHEET

BEFORE THE MATCH BEGINS: HOME TEAM must see that SECTIONS (A) and (B) on this sheet gets COMPLETED and SIGNED by each coach and given to the referee before the match begins.

(A)

DAY/DATE:	GIRLS' _____ JUNIOR BOYS _____ SENIOR BOYS' _____	LOCATION:
	HOME TEAM: _____	
	VISITING TEAM: _____	

(B)

HOME TEAM: ELIGIBILITY I (HOME team coach) acknowledge that the student/athletes that played this Rugby Match are the same student/athletes that appear on the school's eligibility list that was sent to the Rugby Convener prior to the start of the Rugby season.	VISITING TEAM: ELIGIBILITY I (VISITING team coach) acknowledge that the student/athletes that played this Rugby Match are the same student/athletes that appear on the school's eligibility list that was sent to the Rugby Convener prior to the start of the Rugby season.
JUNIOR player(s) added for this match:	JUNIOR player(s) added for this match:
HOME COACH'S SIGNATURE:	VISITING COACH'S SIGNATURE:

(C) AFTER THE MATCH ENDS: The referee must sign this match sheet with SECTION (C) COMPLETED (if necessary) and SIGNED, to the coach of the HOME TEAM.

REFEREE'S NAME: (print):	REFEREE'S SIGNATURE:
REFEREE'S COMMENTS: please note in detail: (Names and school of players who received RED/YELLOW Cards):	

HOME SCHOOL:	VISITING SCHOOL:
Player(s) name(s) who received RED/YELLOW CARD(S):	Player(s) name(s) who received RED/YELLOW CARD(S):

THEN...

The HOME TEAM MUST COMPLETE THIS MATCH SHEET and then scan and e mail it to the RUGBY CONVENER.