

PLAYING REGULATION 10.0 – RUGBY(BOYS)

1. **SAFETY GUIDELINES:** Each HSSAA Member School shall ensure that the Physical Education Safety Guidelines - Secondary Inter School Module 1999, outlined according to the following Critical Components: EQUIPMENT, CLOTHING / FOOTWEAR, FACILITIES, SPECIAL RULES / INSTRUCTION and SUPERVISION be adhered to at all times. Specific details on the Critical Components will be provided at the Pre-Season Coaches Meeting.
2. **AGES:** All competitors shall meet the Junior and Senior age requirements as per Article XI, Section VII of the H.S.S.A.A. Constitution.
3. **EVENTS:**
There will be competition for a Junior and Senior Champion in both 7's and 15's.
4. **ELIGIBILITY:** As per Article XI, Section V of the H.S.S.A.A. Constitution.
5. **ENTRIES:** Each of the H.S.S.A.A. Member Schools may enter one 15's team and two 7's teams to each of the Junior and Senior Divisions.
6. **RULE BOOK:** Games shall be played by the rules laid down in the Ontario Rugby Union Rule Book, with the exception of the modifications listed below.
 - a) **NUMBER OF PLAYERS:** Each team may dress an unlimited number of players for games.
 - b) **SUBSTITUTION:**
 - There shall be unlimited substitution for injury at any time during the game or overtime, provided the referee is notified. Injured players may not return to the game.
 - Substitution for reasons other than injury shall be limited to six, at half time, unless agreement between both coaches has been made prior to the start of the game for unlimited substitution at half time. These substituted players may return to the game for injury replacement.
 - There is no provision for replacement, other than for injury during overtime.
 - Juniors may substitute during the second half of the regular season play at 3/4 time at the referee's discretion.
 - c) **LENGTH OF GAME:** Each game will consist of two 30 minute halves with a three minute intermission between halves.
 - d) **OVERTIME:** (PLAYOFF GAMES ONLY)
 - Two 7 minute halves with one minute between halves.
 - If still tied, the following procedure shall be used. Each team will select three players from the players on the field at the end of overtime. Those players shall be organized to kick at the goal posts from designated spots of the field. These spots are on the 22 metre line from a) centre, b) the intersection of the 15 metre line and the 22 metre line.
7. **OFFICIALS:** Only qualified O.R.U. officials will referee league and Championship games or tournaments. Games must be re-scheduled if a rated official is not available for a game.

8. **UNIFORM:**

- All team members must wear a numbered team jersey. (Home Teams are responsible for avoiding colour conflicts.)
- All players must wear an internal mouth guard.
- Junior competitors are permitted to wear proper rugby cleats to be inspected by the O.R.U. officials.

9. **STARTING TIME:** Starting times will be decided upon at the Pre-Season coaches meeting.

10. **AWARDS:**

- TROPHY: There will be one Trophy presented to each 15's Championship team.
- CHAMPIONSHIP MEDALLIONS: Each member of the Championship 15's Team (up to 25) in the Junior and Senior Divisions will be presented with a Gold Medallion.
- FINALIST MEDALLIONS: Each member of the Finalist 15's Team (up to 25) in the Junior and Senior Divisions will be presented with a Silver Medallion.

11. **GHAC REPRESENTATION:** Refer to GHAC Agreement.

12. **GENERAL REGULATIONS:**

- a) PLAYOFFS: The playoff format will be determined by the Athletic Convenor and accepted by the coaches at the pre-season meeting.
- b) Playoff and tournament sites will be determined by the Athletic Convenor at the pre-season coaches meeting.
- c) Goal post pads and flexible playing field marks must be used at all games. Dangerous projections near the playing area must be covered to ensure safety for the players.
- d) It is the responsibility of the home team to provide on site sideline care at each league and championship game or tournament. The Athletic Convenor will arrange for sideline care at any neutral site. Games must be re-scheduled if a qualified First Aid person is not available.
- e) Any player ejected from a game by the referee will sit out the next scheduled league game. If this occurs during the last game, then the player will sit out the next playoff game. Two ejections will result in a disqualification for the rest of the season.
- f) A player ejected from a league or playoff game will be automatically prohibited from dressing for and participating in the next scheduled game. This does not include disqualification by personal fouls.
- g) Defaulted games will be scored 9-0 to coincide with the Canadian Rugby laws.

h) TIE BREAKING PROCEDURE:

The following system will be used to break any tie between teams in a Pool and/or a Division:

IF TWO TEAMS ARE TIED:

- Winner of the game between these two teams.

IF THREE OR FOUR TEAMS ARE TIED:

- Games between tied teams. If one team has beaten the other teams, that team becomes the higher placed team. The other remaining teams then go through tied breaking procedure based on number of remaining teams.
- Games played between common opponents.
- Points differential between common opponents to a maximum of 11 points.
- Points differential between all opponents to a maximum of 11 points.