

METRO EDMONTON HIGH SCHOOL ATHLETIC ASSOCIATION

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RUGBY LEAGUE

ELIGIBILITY

- under 19 years of age, as of September 1st of current school year
- minimum 800 instructional minutes per week
- 3 years eligibility from year of entry into grade 10 (no second year twelves)

High school students are not permitted to play on a non-school rugby team during the ASAA rugby Season of play which starts February 15.

Metro Policy adopted April, 2010

Staff sponsors must be provided for all "out-of-school" coaches and sponsors must be in attendance at games. Staff sponsors must be employees of the respective School District. The staff sponsor must identify themselves to the opposing team prior to the game and remain on site (in the gym or on the field) for the duration of the game. In the event there is no staff sponsor on site, the game will be considered a default. In the event of extenuating circumstances, the default is subject to Appeal to the Executive Committee.

PLAYERS MUST BE REGISTERED ON THE ASAA EXNET REGISTRATION SITE BY MAY 1

SCORESHEETS WITH GAME ROSTERS MUST BE PRESENTED PRIOR TO EACH GAME AND WINNING TEAM MUST FAX THEM TO ATHLETICS OFFICE AFTER GAME.

All rugby uniforms will have numbers.

Leagues will follow Under 19 Laws

League Games/Playoff Games:

- Four (4) 17.5 minute quarters;
- half-time - 5 minutes; quarter time - 1 minute;
- Substitutions only at the quarters and at half time. Substitution time allotment is one minute;
- Injury substitutions allowed. If a player is injured and substitution of the injured player occurs, the injured player cannot return to the game.
- Any player that is bleeding i.e. laceration, must leave the field. Substitution back into the game of this player will be allowed at the discretion of the referee. If the player's uniform is bloodied, it must be removed and a new uniform worn. (In lieu of this extra uniforms should be available).
- each team to supply a "knowledgeable" touch judge;
- Mouthguards are mandatory - Mouthguard check and boot check will be made at the beginning of each game.
- No single toe cleats, shark shoes.
- Goal post pads are mandatory.
- Players must be dressed alike; no duplicate jersey numbers;

Tie Breaker for Playoffs: (League games that end in a tie remain in a tie)

BOYS LEAGUE:

5 kickers from each team will drop kick from the 22 meter mark. The 5 players must be drawn from players who were on the field at the end of regulation time. Winner will be the team with best number of successful kicks out of the 5. If still tied after all 5 kickers have kicked, a different 5 kickers will drop kick from the 22 meter mark. This second round is not best of 5 kicks. The first team to miss (after even kicks) will lose and therefore all 5 kickers may not have to kick. (i.e. Team A #6 kicker is successful, Team B #6 kicker is unsuccessful - Team A is declared the winner.)

GIRLS LEAGUE:

Tie Breaker for all playoff games will be as follows:

5 kickers from each team will place kick from the 22 meter mark. The 5 players must be drawn from players who were on the field at the end of regulation time. Winner will be the team with best number of successful kicks out of the 5. If still tied after all 5 kickers have kicked, a different 5 kickers will drop kick from the 22 meter mark. This second round is not best of 5 kicks. The first team to miss (after even kicks) will lose and therefore

all 5 kickers may not have to kick. (i.e. Team A #6 kicker is successful, Team B #6 kicker is unsuccessful - Team A is declared the winner.)

All teams must have a staff supervisor/sponsor at all games.

Schools are responsible for their fans at all sites. All sites are to be left in the manner in which they were upon arrival. i.e. please ensure all garbage is picked up. (No change facilities available at Ellerslie).

In the event a player is sent off by the referee during a game he will be suspended by his coach for the following league game. All referee reports should be immediately submitted to the Athletics Office. The Executive Committee will then recommend if any further action should be taken.

RE: Team conduct (player/coach/supporter)

There will be zero tolerance, by the officials, of poor/objectional language. A penalty will be charged against any team member who uses coarse or obscene language.

SIN BIN (10 minute penalty)

Referees will have the option to either send a player off the field or to the sin bin. Severity of the incident will be a factor in the referee's decision. If a player is sent to the sin bin (end zone - dead ball line), he will be penalized for ten minutes (team will play short handed for the penalty time). The only person that can talk to the player is the coach. If players or spectators gravitate around the penalized player, the referee can increase the penalty.

Game Time: - 4:45 or as soon as referee arrives

If a team is later than 1/2 hour (5:15 p.m.) from game start time, the game will be considered defaulted.

Points:

- win - 2 points; tie - 1 point each team (league games remain a tie)

- default - Any team that defaults a league game will not be eligible for the playoffs.

If a default occurs the other team affected will gain the two points for the win.

UNIFORM COLOR: During league play, it is the responsibility of the designated HOME team to ensure different uniform color. In the event there is a problem with similar color uniforms, the HOME team shall wear uniforms of contrasting colours. If you are unsure of the uniform color of your opponent, call them prior to the game. In playoffs, the higher ranked team will have choice of uniform color.

NOTE; To determine league standings in the event of a tie:

Tie Breaker for 2011

Two/three teams tied – least points against in the round

If still tied, difference in points for/points against in the round

If still tied, difference in points for/points against vs. highest common opponent

MOTION: (carried March, 2009)

For a game to count in league standings or playoffs, each team must have 17 players available to play with 4 trained front rows.

U19 RULE:

3.3 WHEN THERE ARE FEWER THAN FIFTEEN PLAYERS

A Union may authorize matches to be played with fewer than fifteen players in each team. When that happens, all the Laws of the Game apply except that each team must have at least five players in the scrum at all times.

3.5 SUITABLY TRAINED AND EXPERIENCED PLAYERS IN THE FRONT ROW

(a) The table below indicates the numbers of suitably trained and experienced players for the front row when nominating different numbers of players.

15 or less = 3 players who can play in the front row

16, 17 or 18 = 4 players who can play in the front row

19, 20, 21 or 22 = 5 players who can play in the front row

(b) Each player in the front row and any potential replacement(s) must be suitably trained and experienced.