

RUGBY NOVA SCOTIA

Game Regulations

1. INTRODUCTION

- 1.1 The following regulations apply to all games of Rugby played in Nova Scotia and sanctioned or approved by Rugby Nova Scotia (RNS) involving one or more member Clubs of RNS except where superseded by regulations issued by RNS for specific tournaments and events.
- 1.2 No club shall have two teams competing in the same division.
- 1.3 RNS member clubs shall obtain the prior permission of the RNS for any fixtures against out of province clubs, regardless of whether the game is played in or out of Nova Scotia.
- 1.4 No team shall participate in any organized, sanctioned or otherwise held competition under the auspices of the RNS unless they are bona fide members of a National Union either directly or through a Sub Union.
- 1.5 Clubs wishing to hold a tournament shall apply to RNS no less than 30 days in advance of the scheduled date. Permission may be withheld if the proposed date clashes with a scheduled RNS Championship or other activity.
- 1.6 The Game shall be played in accordance with the I.R.B. Laws of the Game with any mandatory safety variations prescribed by Rugby Canada (RC).

2. SAFETY

- 2.1 The home team shall ensure that the playing field is properly marked out. The field must have flags, poles and other devices in accordance with Law 1. All goalposts shall be protected with padding. All flagpoles shall be flexible. Cones shall not be used in lieu of flagpoles. RNS reserves the right to ensure that for some games the home team shall rope off the field from goal line to goal line with a minimum of five (5) metres between the rope and the touch line wherever possible.
- 2.2 Players' dress shall conform to Law 4.
- 2.3 Prior to the start of a game, the home team shall inform the visiting team and referee if a medically trained person is available. NOTE: This definition does include athletic therapists and physiotherapists.
- 2.4 The home team or hosting organization shall have an Emergency Action Plan (EAP) that has been approved by its Executive and submitted to RNS office.
- 2.5 Each team shall have an adequately equipped first aid kit present at the field.
- 2.6 Any game shall be immediately suspended if extreme weather conditions (i.e. lightning, hail) exist or threaten. It may only be resumed when, in the opinion of the referee, the storm-giving rise to these conditions has passed. If it is not possible to resume the game within one hour of the suspension, the referee may abandon the game. If the game is called at half or before the sixty (60) minute mark a make up game will be scheduled at a later date, if sixty (60) minutes has elapsed then the team ahead at that point will be declared the winner.

3. GENERAL

- 3.1 The game shall commence at the scheduled kickoff time unless there are exceptional circumstances. In such instances, the referee may delay the start by up to one (1) hour, provided that both captains agree.
- 3.2 Each team shall have a minimum of ten (10) players dressed and on the field of play at the scheduled kick off time.
- 3.3 When two teams have jerseys of similar colour, the home team shall wear a set of contrasting colour.
- 3.4 Even though game times are posted, it is the responsibility of both teams to confirm date, venue and time not less than 48 hours before a game with each other and the referee appointed. If the referee is not known, confirmation shall be given to the Allocations Officer of the Nova Scotia Society of Rugby Union Referees (N.S.S.R.U.R.).
- 3.5 Teams shall abide by dates, venues and kick off times set out in the schedule. Requests for changes, must be supported by a written agreement (email) of both teams involved, along with the Request for Game Change Form filled out in full and submitted to RNS office 36 hours prior to kickoff by the team requesting the change.
- 3.6 Each team before kickoff must complete the game sheet provided by the referee or either team. The game sheet must list all players available for the game, including replacements to be used according to Law 3. All players listed must be registered with RNS as a member of that club. If a player who is not registered with that club is listed on a game sheet, then the club for which he or she plays shall be considered in default. If you intend to list a player that is not registered with your club but is a registered member of RNS, you must seek permission from the opposing team and duly note it on the game sheet.
- 3.7 Any infraction of 3.1-3.6 may be considered reason for default of the offending team or teams
- 3.8 A team shall be considered to have defaulted a game if the team, without extenuating circumstances or without having reached agreement with the other team to reschedule the game, fails to present itself ready to play at the scheduled venue within fifteen (15) minutes of the scheduled kick off.
- 3.9 For the purpose of calculating league standings, no league points will be awarded to the team, which defaulted. The team, which did not default, shall be awarded league points as though the game had been played and won. A score of 0 to 30 against the team, which defaulted, shall be recorded for the purpose of future determination of standings.
- 3.10 The winning team shall notify the RNS office of the result of the game immediately after completion (deadline 7pm). This means the number of tries, penalty goals, etc., which make up the score together with the names of those (on both teams) who scored the tries, penalty goals etc. Otherwise it shall be recorded as a 0-0 tie with no league points being awarded. In the event of a tie both teams shall do the same as above by reporting the game result to the RNS office immediately upon completion of the game (deadline 7pm). Should the result not be reported by only one of the two teams, the score will be recorded as reported with no league points being awarded to the non-reporting team. Should neither team report the score this will be recorded as a 0-0 tie with no league points being awarded to either team. **The phone number of the RNS office is (902) 425-5450 Ext.341 (A message can be left at any time by using a touch tone phone and typing in the extension number when the Sport Nova Scotia answering machine comes on.) Failure to comply will result in a \$20 fine for each infraction.**

4. DETERMINATION OF STANDINGS

- 4.1 The winner of each league game shall be awarded four (4) league points and the loser shall be awarded zero (0) league points. Each team in a game, which was tied, shall be awarded two (2) league points. Teams scoring four (4) or more tries in a game will be awarded one (1) bonus point. A team losing by seven (7) or less will be awarded (1) bonus point. Any team defaulting a league game shall have four (4) league points deducted from their league total.
- 4.2 Teams in any division shall be ranked so that the team with the most league points is first and so on in descending order.
- 4.3 In the case of two teams having the same number of league points, that team which first satisfies one of the following criteria applied in the given order shall be ranked the higher of the two teams:
- (i) the team with the greater number of wins in league games between the two;
 - (ii) the team with the greater points differential (points scored less points against; maximum attributable differential 30 points per game) in league games between the two teams (a default is scored as a 30-0 win for the non-offending team)
 - (iii) the team with the greater number of wins in league games;
 - (iv) the team with the greater overall points differential based on league games played (maximum attributable differential 30 points per game; a default is scored as a 30-0 win for the non-offending team)
- 4.4 In the case of a tie between more than two teams, the following criteria shall be applied in the order given until the tie is resolved:
- (i) the team with the greater number of wins in league games. (If after the application of (i) there should remain a tie between only two (2) teams, then that tie shall be resolved by the method for breaking ties between the two teams.);
 - (ii) the team with the greater overall points differential (points scored less points against; maximum attributable differential 30 points per game) based on league games played. If after the application of (ii) there should remain a tie between only two teams, then that tie shall be resolved by the method for breaking ties between two teams.

5. DIVISIONAL PLAYOFF FORMAT

- 5.1 The Board of Directors will approve the playoff format before league play commences. The usual playoff format is 4th place at 1st place and 3rd place at 2nd place.
- 5.2 If at the end of a playoff game the score should be tied, then two ten (10) minute periods of overtime shall be played. If at the end of this overtime the score should still be tied, then the teams shall play as many ten (10) minute periods of sudden death overtime (the team which scores first is the winner) as are necessary to break the tie.
- 5.3 Each playoff game shall be played at the home field of the team, which stood the higher in the final league standings. If the game cannot be played at that field, then the game shall be played at a reasonably located field chosen by the team, which would have had the home field.

6. PROTESTS AND DEFAULTS

- 6.1 Where a Club claims that an opposing team is in default or wishes to protest the result of a game for some other reason, the Club shall submit to the RNS office, with simultaneous copy to the opposing Club, a written explanation of the circumstances including all pertinent information. The Captain of the team claiming default shall inform the referee and the opposing team captain at that time the alleged default took place (where possible the game shall be played). To be valid the submission shall be sent by registered mail, special delivery or Emailed and postmarked within three (3) days of the scheduled date of the game.

- 6.2 Upon notice of an allegation, the defending Club shall submit to the RNS office a written explanation of the circumstances including all pertinent details. This submission, to be valid shall be sent by registered mail, special delivery or Emailed and postmarked within seven (7) days of the scheduled game.
- 6.3 Immediately upon receipt of the submission from both Clubs, the Director of Internal Competition shall consider the allegations, collect such additional evidence as is considered necessary, and, if the allegations are found to be true, assess such penalties as are deemed appropriate.
- 6.4 Where a team defaults a game, its Club shall be liable for all reasonable costs incurred by the non-offending team and the referee; lose four (4) points from league point total.
- 6.5 A team defaulting a game may be barred from further competition until its obligations and penalties have been paid.
- 6.6 In the event that time or other circumstances do not allow the procedures outlined in 6.1-6.5 to be followed, then the Director of Internal Competition shall take such steps as he deems necessary to resolve the dispute in the time available.
- 6.7 To be valid, a claim for default under 2.6 shall be registered before the kickoff with the referee and captain of the offending team.
- 6.8 All decisions of the Director of Internal Competition will be immediately telephoned or emailed to the Clubs involved.
- 6.9 Provided that both Clubs involved have had the opportunity to present information as noted above, the Decision of the Director of Internal Competition will be final except as specified under 7.1.

7. APPEALS

- 7.1 A Club may appeal the decision of the Director of Internal Competition only on the grounds of (a) fresh evidence; or (b) a failure to handle the original complaint in accordance with these regulations. The appeal must be sent to the RNS office by registered mail, special delivery or Emailed and postmarked within five (5) days of the date of notification of the Director of Internal Competition's decision.
- 7.2 A certified cheque, cash or money order payable to Rugby Nova Scotia, must accompany the appeal for \$50.00. All, some or none of this may be returned to the sender at the discretion of the President of the Appeals Committee.
- 7.3 The President of RNS shall examine the appeal. If there is a prime facie case for review, the President shall appoint an Appeals Committee. If the President deems that there are no grounds for appeal, the appeal shall be rejected.
- 7.4 The Appeals Committee shall consist of three (3) members of a recognized rugby organization. It shall make investigations and hold such hearings, as it deems necessary. The President shall announce the decision of the Appeals Committee, which may be to uphold or amend the original decision of the Director of Internal Competition.
- 7.5 The Appeals Committee shall: 1) prior to considering the appeal, obtain a report of the incident, all related information, record of proceedings and the decision; 2) if the appellant requests a Hearing or the Appeals Committee decides that a Hearing is appropriate, they must notify all individual parties of the time and place of the hearing and give the opportunity to respond to any new information or arguments presented. The procedure of the Hearing shall be at the discretion of the

Appeals Committee, 3) after considering the written appeal and the presentations to the Hearing (if any), render its decision.

7.6 The Chair of the Appeals Committee shall: 1) communicate the decision to the President of RNS; 2) send the summary of the Hearing (if any) and the decision of the Committee to the RNS office.

7.7 The President of RNS shall advise the Appellant, by phone or in person, within 24 hours of the Appeals Committee meeting and with subsequent confirmation in writing.

7.8 Until such time as the Appeals Committee renders its decision; the original decision will stand.

7.9 The decision of the President and/or the Appeals Committee shall be final.

8. REPLACEMENT AND SUBSTITUTION

8.1 Replacement of players due to injury shall be in accordance with Law 3.

8.2 For league play within Nova Scotia up to seven (7) replacements/substitutions can be made.

8.3 Substitution of any number of players may take place, where participation is the primary objective of a game (i.e. tournament, juniors and exhibition), provided that both captains agree and the referee is so informed before the kickoff.

8.4 Teams may nominate up to twenty-two (22) players who must be recorded on the game sheet. Replacement players must be eligible per Section 9. Nominated players and replacements/substitutes will follow the provisions of Law 3. If a team nominates 16-18 players; it **must** have 4 players that can play front row. If a team nominate 19-22 players; it **must** have 5 players that can play front row.

9. ELIGIBILITY OF PLAYERS

9.1 A player member of a Club in RNS may not join or play for another Club without the permission of the Club of which he or she is already a member and by submitting of a Player Transfer Form to Rugby NS office.

9.2 A player cannot be a playing member of two clubs in the same league at the same time.

9.3 No player can change clubs after October 1st, without permission from the Director of Internal Competition. It is the responsibility of the receiving club to seek that permission.

9.4 If a player plays for another club without first meeting the requirements of 9.1 or 9.3, as appropriate, he/she is liable to suspension and the Club for which he/she plays shall be considered to be in default for all games in which he/she played.

9.5 In the case of a team having a shortage of players present. An individual that is not a member of that club, but is a registered member of RNS may play in that game provided he/she has gained permission from the opposing team and has it recorded on the game sheet.

9.6 In the case of the N.S. University Men's First and Second Division and the N.S. College Women's Division, members of said clubs must be currently enrolled as full-time or part-time University students. The Director of Internal Competition may (and in a limited number of cases normally will) grant exemptions from this condition. All such exemptions must be applied for, and granted, in writing.

- 9.7 AUS Women's Division all members must be currently enrolled as full-time or part-time (3 courses) University students and have maintained their academic eligibility from the previous year. This is in compliance with CIS regulations.
- 9.8 Any Club with any doubt concerning the eligibility of a player should contact the Director of Internal Competition and Rugby NS.

10. PERFORMANCE BOND

- 10.1 On May 1 of each year (September 1 in the case of University Clubs) each member Club of the RNS will be invoiced for a \$200.00 Performance Bond. The Performance Bond is due 30 days from the invoice date and any Club failing to post the Bond shall be considered to be in default for all games in which it plays. Each Club will receive a full refund provided that they meet all requirements laid out by the Performance Bond.
- 10.2 The winning team shall notify the RNS office of the result of the game immediately after completion (deadline 7pm). This means the number of tries, penalty goals, etc., which make up the score together with the names of those (on both teams) who scored the tries, penalty goals etc. Otherwise it shall be recorded as a 0-0 tie with no league points being awarded. In the event of a tie both teams shall do the same as above by reporting the game result to the RNS office immediately upon completion of the game (deadline 7pm). Should neither team report the score this will be recorded as a 0-0 tie with no league points being awarded to either team. **The phone number of the RNS office is (902) 425-5450 Ext.341 (A message can be left at any time by using a touch tone phone and typing in the extension number when the Sport Nova Scotia answering machine comes on.) Failure to comply will result in a \$20 fine for each infraction.**
- 10.3 The above \$20.00 fine is broken down as follows:
- ✓ \$5.00 for the score
 - ✓ \$5.00 for your scorers
 - ✓ \$5.00 for their scorers
 - ✓ \$5.00 for lateness
- 10.4 It is the responsibility of each Club to fill out the game sheet and hand it to the referee prior to every game. Team lists must be complete and must include both first and last names of each player listed. **Failure to comply will result in a \$10.00 fine for each infraction.**
- 10.5 **Any Club that fails to notify the opposition within 36 hours of the scheduled kickoff time that they are unable to fulfill a fixture commitment shall be fined \$50.00 and shall be considered in default for that game.**
- 10.6 The RNS Board of Directors shall review all postponed games that are unable to be rescheduled within an appropriate time and as a result fines and or loss of points may result.