

AABHN BOYS AND GIRLS RUGBY PLAYING REGULATIONS

All coaches must be familiar with the content of the AABHN Constitution.

1. **Start Date** - March 1 (unless a school is going on a tour during March Break-if start date is moved up for safety of the players on the touring team, all teams in that league will have opportunity to start on the same date as decided by AABHN)

2. **Length of Season** –March 1 to OFSAA

3. **Competition Limits**: 18 games including 3 tournaments. 1 tournament counts as 2 games

4. **Members per Team** - Unlimited

5. **Eligibility**

All players must meet the eligibility criteria as outlined in Article 12 in the AABHN Constitution.

No grade 9 students shall appear on an eligibility list or play on a **senior/varsity** team that is part of the AABHN Rugby league (For boys teams only).

6. **Eligibility Lists**

a) **Submission**

A completed and correct OFSAA Hub eligibility lists must be submitted to the convenor and Athletic Coordinators one week prior to the start of the regular season for each District. The names of all potential players and coaches, and managers and/or others affiliated with a team must be included on the OFSAA Hub eligibility list. Each eligibility list is to clearly identify the head coach.

7. **League Structure – Conference play to be determined prior to season once Coaches have communicated with the Convenor which age Classifications they will be fielding a team in.**

i) The Convenor must consult with the Athletic Assistant to determine the league schedule.

ii) There will be a junior and senior league (an unbalanced schedule may be organized by the coaches and approved by the AABHN executive in order to maximize play, minimize transportation and equalize competition).

iii) Playoff structure will need to be finalized by the Convenor and Athletic Assistant with input from the coaches before the season starts based on the number of entries in each age classification that year.

iv) League Standings will be updated using: 3 points for a win, 1 point for a tie, 0 points for a loss

- v) At minimum, there will be Semi-finals: 4 vs 1, 3 vs 2, followed by a final between the winners.
- vi) School/Team Eligibility To represent a school in any activity coordinated by the Federation, a school/team must:
Conduct a 'bona fide' high school program consisting of fifteen (15) practices, including eight (8) contact practices during a minimum 4-week period under the supervision of a teacher as certified by the school principal.

8. Game Results -

- i) The home team must forward an original or electronic copy of the game sheet to the Convenor and Athletic Assistant no later than the day following the game.
- ii) The home school coach will provide the game results including top scorers to the media (e.g., newspaper, radio).
- iii) The Convenor and/or Athletic Assistant will maintain and update the league standings every week.

9. Championship Structure

To be determined by Convenor and Athletic Director (with input from coaches) prior to the seasons starting based on number of teams entered.

10. Tie Breaking Procedure:

- i) Ties during regular season games will stand with both teams receiving 1 point.
- ii) If 2 teams are tied in the standings at the end of the regular season, the winner of the head to head game will break the tie. If those teams had tied their season game, the team with the lowest points against from all the league games will finish ahead.
- iii) If 3 teams are tied in the standings, points against among the tied teams only will be used.
- iv) During playoff games, ties will be broken using OFSAA Rules for breaking ties in a game.

11. Officials

- i) All games will be refereed by a minimum Level 1 certified Referee.
- ii) All championship games will have a minimum Level 1 certified referee and 2 minimum Level 1 certified touch judges (If possible).

12. Rules of the Game

1. The current Laws of World Rugby shall govern play with the following exceptions:

a) Replacement of Players

- i) There shall be unlimited substitution at any time during the game or overtime, provided the referee is notified.

- ii) Injured players who are substituted for shall not return to the game (except for those removed from the game under Law# 6, Para. 8, section (d) regarding bleeding.)
 - iii) Those, for whom substitution is sent in, may subsequently return to the game as replacements for injured players only.
 - iv) Should a player be ejected from a game for flagrant abuse of the rules or abusive or profane language, he/she is no longer eligible for competition in the game and no replacement will be allowed for the remainder of the game during which the offence occurred. The referee will fill out a report or note on the game sheet which player was sent off. The Home coach must send the report to the Convenor and Athletic Assistant within 24 hrs. The player will sit out the next League game, as per the Constitution.
- b) **Length of Games**
- i) League games will be played with 25 min. halves and a 5 min. halftime.
 - ii) Playoff games will also be played with 25 min. halves unless the playoff structure is a one day tournament in which case the games may need to be shorter.
- c) **Player Equipment**
- i) Uniforms, protective equipment, and appropriate footwear must conform to the Laws of World Rugby.
 - ii) Mouthguards are mandatory to be worn on the playing field.
- d) **First Aid**
- i) All coaches and Convenors should be familiar with the OPHEA safety policies.
 - ii) EMS will be present for all games to be arranged by the Convenor and/or the Athletic Assistant.
 - iii) Concussion protocol must be followed at all times as per mandated by your local school board policy.

13. Finances

- a) Those schools having entries in the regular season will split costs evenly. Fees will be paid by the Association.
- b) All schools making playoffs will pay based on a per game cost basis.
- c) Costs for finals will be split evenly among all league participating teams if gate is collected.

14. Awards

a) Team trophy for the league champions.