



26-27 SEASON GUIDE FOR CLUBS

Season: Info, Tools and Resources
for Coaches, Players,
Administrators and Officials



26-27 RULES OF COMPETITION CHANGE FAQs

CAN WE PLAY WE REDUCED NUMBERS?

Yes. To result in fewer cancellations, Clubs in MD3, MD2, WD2 and WD1 are allowed to apply for reduced numbers. See Rules of Competition or pages 6 and 9 for details

HOW DO I SET UP THE FIELD AND PREPARE FOR TEAMS TO ARRIVE?

Field marking, spectator management and non-playing personnel information is on page 5. These are designed to create a better experience for everyone involved.

HOW DO ROSTERS AND SCORING WORK?

See the information outlined on pages 6, 7 and 8.
The process has changed but there are resources & people here to help.

IS VIDEO MANDATORY?

For Men's and Women's Premier & Division 1 games must be recorded and uploaded to the Coach-Logic Platform. All other Divisions it is encouraged to help Players, Coaches, Officials and Administrators improve. See pages 10 and 11 for details.

IS A DEFAULT THE SAME AS A CONCEDED GAME?

No. If you don't have the minimum required numbers to Play a contested game (see reduced numbers guide on page 9) You can still organise Rugby to be played to avoid a "Default." Although Conceded games count as a 20-0 loss, a Default incurs a monetary fine, a four-point Team Standings deduction as well as a 20-0 loss.

WHERE DO I FIND THE NEW RULES OF COMPETITION

On the BC Rugby Website: <https://www.bcrugby.com/rules---law-variations>

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ON-FIELD RESOURCES

- **[Key Focus Areas Video Guide \(here\)](#)**

Key Language and Common pictures to **align Players, Coaches, Officials, and Spectators** on what happens most often in our game

- **[Referee Performance Feedback \(Form available here\)](#)**.

Regular, structured feedback based on current Key Focus Areas is invaluable.

- **[Reduced Numbers Guide \(here\)](#)**

Women's D1, Men's D2 and D3 (reduced numbers if necessary)

- **[Reduced Numbers Application form \(here\)](#)**

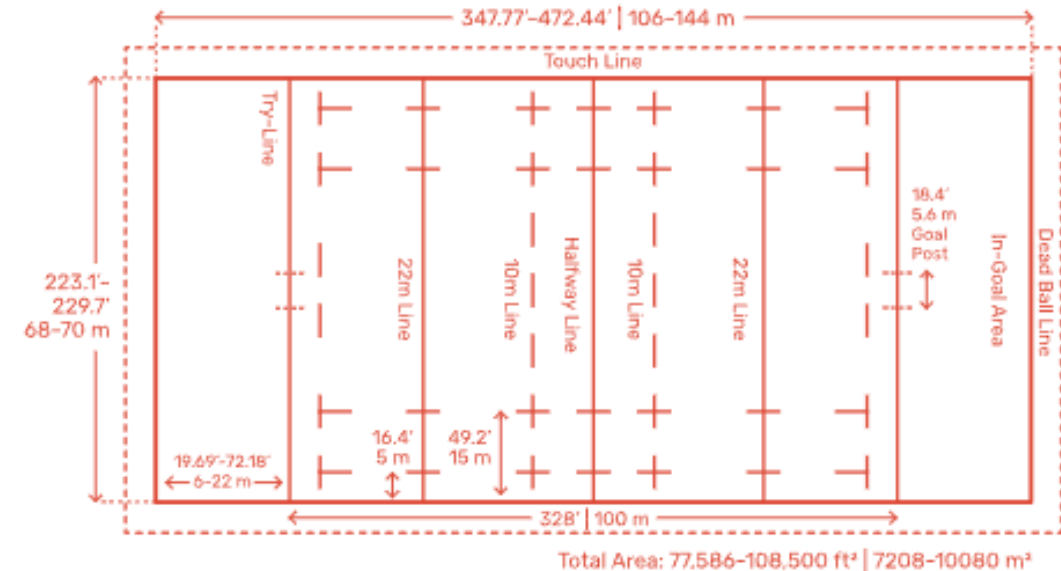
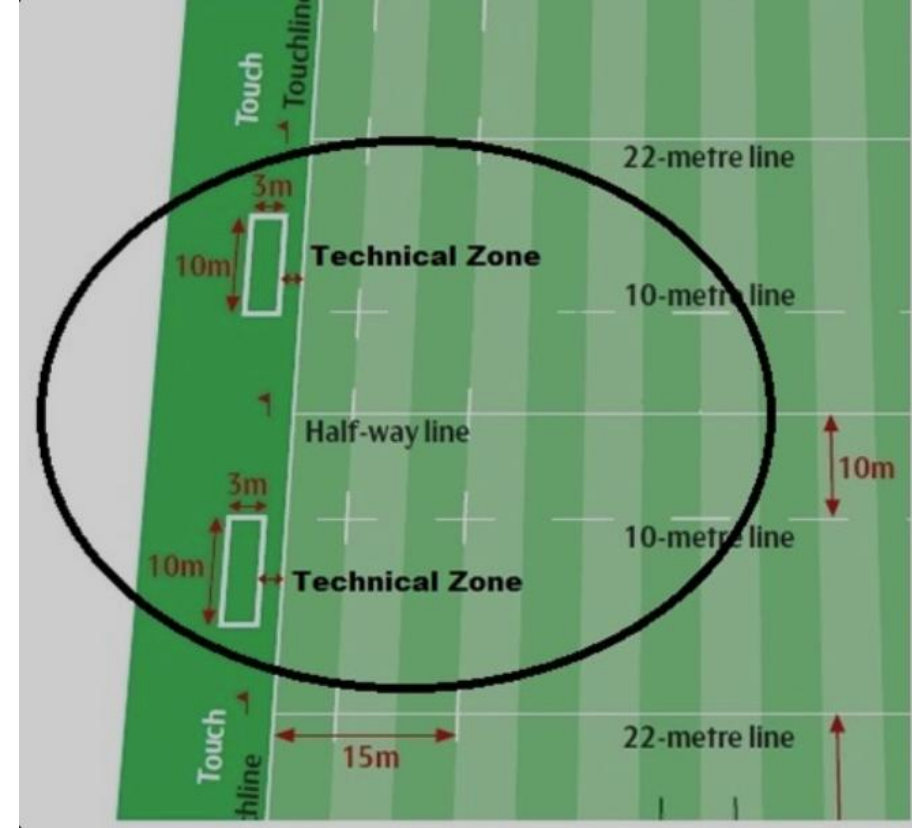
DUE 9am FRIDAY BEFORE THE MATCH REQUIRING REDUCED NUMBERS



PRE-GAME: FIELD SETUP

CREATING A BETTER ENVIRONMENT

- Team Technical Areas marked and on **same side of the field** (between respective 22m and 10m lines)
- Spectator barrier (rope, barrier or fence) must be in place on both sides of the field
- Only 2 water (and tee) carriers permitted outside the technical area (when required). **MUST REMAIN IN TECHNICAL AREA WHEN NOT DELIVERING WATER.**
- Coaches must stay within the technical area or outside the Playing Enclosure. Coaches may only enter the field if they are a designated water carrier.
- Athletic Therapists permitted in technical area. They may enter the field to treat a suspected injury
- ONE Athletic Therapist is permitted to "roam" on the opposite side of the Technical Area (avoiding the Assistant Referee as much as possible).
- Only playing, coaching or medical personnel inside the technical area. **SPECTATORS MUST BE AWAY FROM TECHNICAL AREAS.**
- Substitutes may warm up in their attacking in-goal area (no balls or equipment), an assistant coach with S&C training may accompany. They must only go to the in-goal area to actively warm-up.



PRE-GAME: ROSTERS

- Allocate players/coaches/team managers to teams
 - (Start at 12:40 in this video: https://youtu.be/tg9tV0_1gC8?si=gOC_dFnAFYM6qzCm)
- Submit Team Sheet 2hrs before KO
 - Coaches/Team Managers through Rugby Canada App (Start at 18:15 in this video: https://youtu.be/tg9tV0_1gC8?si=-sZV5Wt_Nx8cDdGb)
 - Club Admins through PlayHQ (Start at 15:30 in this video: https://youtu.be/tg9tV0_1gC8?si=JFjym1gWcB2J3IU8)
- **Reduced Numbers Application form (here)**
DUE 9am FRIDAY BEFORE THE MATCH REQUIRING REDUCED NUMBERS
(fewer than 18 players available for MD3, MD2, WD2 and WD1)



GAMEDAY ROSTERS- TROUBLESHOOTING

- Player cannot register because they have an old profile tied to an email they cannot access
 - Email nmiller@bcrugby.com with the first name, last name, old email and new email to be updated
- My player is not showing up to be allocated to a roster
 - If the player is already allocated to a different team, they will not show up unless you select all players
 - Is the player registered for the season? If not, they will not show up
 - If the player is from a different club, are they permitted to your club?
- Button to add my player to a roster is grayed out/blocked
 - Email nmiller@bcrugby.com the players first name and last name for investigation



DURING AND POST GAME: SCORING & RESULTS

Scores need to be inputted using either of the workflows below.
**REFEREES SUBMIT VERIFICATION FORMS BUT CANNOT UPDATE
LEAGUE STANDINGS AS WITH SPORTLOMO**

E-SCORING

This function is using live scoring, assigning tries to players and at the time they were achieved (useful for stats and social media)

You can demo the platform at the following link: [Demo | PlayHQ](#)

If you would prefer to watch the video, relevant information starts at 21:10 https://youtu.be/tg9tV0_1gC8?si=QbHa-DTjPaHKVSUs

The link to log in for live scoring can be found here: [Log in | PlayHQ](#)

POST GAME INPUT TO PLAYHQ

If you do not have someone who is performing live scoring, you can also just input the scores into PlayHQ directly via the admin portal

* Please note these videos are for AFL so there are some minor differences in how scores are entered but it's the same idea:

<https://youtu.be/GJgtOjXDckc?si=S9O9DHbMBW4vrR6A>

Scoring via PlayHQ admin will be open for 48 hours following the conclusion of the game



REDUCED NUMBERS GUIDELINES (MD2, WD2, WD2, U16 & U18)

***NOTE FORM MUST BE SUBMITTED BY 9AM FRIDAY**



PLAYERS AVAILABLE	PLAYERS ON FIELD	GAME TIME	SCRUM FORMAT	SUBSTITUTIONS	CONTESTED SCRUMS
13 (minimum required for MD3, u16 and u18 to be contested)	10 kickoff and restart as per XVs law	2x20 min OR 4x10 min (40 min MAX)	5: 3-2 format (no back row)	Unlimited	Only if suitably trained. No sanction for uncontested scrums
14	11 kickoff and restart as per XVs law	2x25 (50 min MAX)	5: 3-2 format (no back row)	Unlimited	Only if suitably trained. No sanction for uncontested scrums
15 (minimum for WD2, MD2 and WD1 to be contested)	12 kickoff and restart as per XVs law	2x30 or 3x20 (60 min MAX*)	6: 3-2-1 format (no flankers)	Unlimited	Only if suitably trained. No sanction for uncontested scrums
16	13 kickoff and restart as per XVs law	2x30 or 3x20 (60 min MAX*)	6: 3-2-1 format (no flankers)	Unlimited	Only if suitably trained. No sanction for uncontested scrums
17	14 kickoff and restart as per XVs law	2x35 (70 min MAX*)	Standard Law	Unlimited	Only if suitably trained. No sanction for uncontested scrums
18-23	15	2x40 min (80 min MAX*)	Standard Law	Unlimited	Only if suitably trained. No sanction for uncontested scrums

VIDEO PLATFORM

[Get Access to BC Rugby Hub here](#)
(access referee review clips, game footage, send clips etc.)

Good for coaches and on-field leaders to stay in touch with Key Focus Area updates.

Prem and D1: have your Clubs video person contact cassmus@bcrugby.com to gain upload permission

All Clubs: Footage can be sent to cassmus@bcrugby.com footage at all levels helps everyone improve (Players, Coaches, Officials, Administrators)

[*Coach-Logic offers software for simplified uploads from VEO \(here\)](#)



FILMING PROTOCOLS

COMPULSORY FOR PREM AND D1; ENCOURAGED FOR ALL DIVISIONS

- Film from the halfway line from an elevated position.
- Avoid zooming in too much. A wide view is preferred for analysis as Coach Logic and other analysis software includes a digital zoom feature.
- Veo cameras are acceptable.
(MP4 file types are preferred)



UPLOADING PROTOCOLS

COMPULSORY FOR PREM AND D1; ENCOURAGED FOR ALL DIVISIONS

- Both halves uploaded as one file (including halftime)
Audio is not muted (RefAudio will be synced when available)
- Upload is complete by 12pm Monday after the Match
- File naming system: Competition, Home Team v Away Team
Referee's Name Example: WPrem Meraloma v Westshore
Kristine Lovatt; MD1 Burnaby Lake v Vancouver Rowing Club
Jack Webster; U18B Abbotsford v Langley Juan Rey etc.

Competition codes: WPrem; MPrem; WD1; MD1; WD2; MD2;
MD3; U18B; U18G; U16B; U16G; U14B; U14G
No need to include date as this will be digitally stamped.

How to Guide for uploading video available here:
<https://www.youtube.com/watch?v=pAJVHNtieH0>



KEEP THE CONVERSATION GOING ON COACH-LOGIC

REVIEW CLIPS AND COMMENTS
[\(FEED AVAILABLE HERE\)](#)

WATCH GAME FOOTAGE

CREATE CLIPS AND ASK QUESTIONS

NO ACCESS YET? [CREATE YOUR LOG IN HERE](#)



Ben Lambrick
10 months ago

Scroll To Top

@Chris Assmus @Shanda Assmus
James Bay Lineout Not straight. Replacement #1 Burnaby, first scrum, Burnaby input or their own 22M.
Was this the best decision or should I have followed through with the penalty?

scrum



Clip: scrum

hide comments

Save

Comment

React



Chris Assmus Reset is okay if you can expect more from blue THP? Can he do more

CLUB RESOURCES: QUICK ACCESS

- **Sanctioning Requests (non-league fixtures)**

Must go through Play HQ Sanctioning **HOW TO HERE**

- **Reduced Numbers Guide (here)**

Women's D1, Men's D2 and D3 (reduced numbers if necessary)

- **Reduced Numbers Application form (here)**

DUE 9am FRIDAY BEFORE THE MATCH REQUIRING REDUCED NUMBERS

- **Field Preparation (here)**

A diagram that shows how to line a field and install non-playing personnel barriers

- **Last minute Schedule Changes or Venue Issues**

Contact cassmus@bcrugby.com AND aharrison@bcrugby.com

- **Rules of Competition (here)**

Full version of everything governing teams in BC Rugby Competitions



SOCIAL MEDIA, BRANDING AND PROMOTIONAL MATERIALS

- Contact rbartlett@bcrugby.com for support with:
 - Club Social Media
 - Recruitment Campaigns
 - Branding Advice
 - Special Event Promotion



CONCUSSIONS

- BC Rugby's number one priority is player safety
- All Coaches, Officials and Administrators are required to renew their Concussion Management for General Public online certificates each year
(access the online programme here)
- Players, Spectators and Parents are encouraged to complete Concussion Management for General Public **(access the online programme here)**
- We adhere to World Rugby's policy of 'Recognise and Remove' when dealing with concussions or suspected concussions. Any player suspected or suffering from.
THERE ARE NO IN-GAME HEAD INJURY ASSESSMENT SUBSTITUTIONS (HIA) permitted in any domestic competition in Canada.
- **Any player removed for suspected concussion will not return to play for the remainder of the Game (team coaching and club admin responsible for Return to Play)**
- The Concussion Recognition Tool can be found here
<https://completeconcussions.com/wp-content/uploads/2023/06/Concussion-Recognition-Tool-CRT-6.pdf>



REGISTRATION AND RISK MITIGATION

- All Players, Coaches, Officials, Therapists and Administrators should be registered
- Registration assures that minimum civil liability management measures are in place
- Contact cassmus@bcrugby.com or aharrison@bcrugby.com for registration support
- Club Executive, Coaches, must ensure that all players who take the field are **registered** and **eligible**.
- If you are unsure of a player's Registration, Eligibility or Discipline status please contact aharrison@bcrugby.com



DISCIPLINE

- **Red Card**

- Player must appear at Discipline Committee hearing (with coach or manager) before being eligible to return
- Discipline Committee follows World Rugby Regulation 17's sanction guidelines for senior and age-grade players
- It is the Club's responsibility to ensure no player sent off returns to play before a hearing or any suspensions (in any Rugby competition globally) are complete
- **Discipline Decisions can be found here**

- **Yellow Card**

- Temporary suspension from game play
- 3 Yellow Cards in-season results in a Discipline Committee hearing



CODE OF CONDUCT

- **On-Field**

- Coaches, Managers, Players, Officials and Spectators are required to comply with the standards set out in the Code of Conduct
- Please reinforce expectations with your Club regularly
- All persons involved at in BC Rugby competitions and Events are expected to understand behavioural standards

- **Off-Field**

- BC Rugby Code of Conduct applies to all Athletes, Management, Spectators and Parents:
- Throughout the day on the event grounds
- On Social Media Before, During or After any BC Rugby Events
- Respect for meal spaces, accommodations, local community and shared facilities
- On private and public transport including Ferry, Air and bus travel.

[Submit Code of Conduct Complaints here](#)

[Full BC Rugby Code of Conduct can be found here](#)





Key Focus Areas XVs (tap each title for Clarity Video)

Breakdown

Tackler &
Tackle-Assist

Jackler

Cleanout

Counter Ruck &
Halfback

Space

Inside Defence
(Pillars)

Outside Defence
("13" Channel)

In Front of Kicker
(IFOK)

Obstruction
(Support Play
& Kick Chase)

Set Piece

Scrum Setup

Scrum Contest

Lineout

Maul

Foul Play

Tackle Height

Head Contact

Croc Roll &
Dangerous Cleanout

Unfair Play

Game Management

Movement &
Position

Communication

Pressure Gauge

In-Goal



Key Focus Areas XVs (tap each title for Clarity Video)

Breakdown

Tackler **NOT IN WAY** of ball
or cleanout.
Tackle-Assist clear release

Jackler in position to
LIFT the ball

Square up +
Threat Focus: **MOVE BODIES**
Ball Focus: Feet on ground

MOVE BODIES & leave
halfback alone

Space

Hands and feet
START ONSIDE

Daylight: **START** clearly onside
("13 Channel")

Chasers in line with kicker.
Players in front
NOT ADVANCING.
Retreat if near play

Support player: in
REALISTIC position to catch
a pass. Kick Chase:
allowing **ACCESS** to the
chasing players

Set Piece

Brake Foot established,
alignment to left, **STABILITY**
before & after "Set"

Loosehead: left foot stepping
forward/back, not out.
Tighthead: bind on body,
leg shape 90-120 (not
overextended)

GROUND: gap (1m+), receivers (2m),
5m defender (2x2m)
AIR: jumper realistic to get ball (not
across landing on opposition). Throw
inside shoulder if **LIFT** from opposition
OR to player on ground **OR** over 15m)

ATTACK: initial access to ball
carrier (no chest to back).
DEFENCE: enter square behind
last teammate, no slide or pull up
the side. Stay on feet

Foul Play

UPRIGHT defender: contact below
sternum (hit below the ball). **LOW**
defender (bent at knees & hips): not
liable to high tackle

1) Head Contact?
2) Foul Play (upright or no arms)
3) Degree of Danger (high or not high)
4) Mitigation
(change in height or direction)

Late or compromised arrival? must
avoid **CLAMP** and roll or collapse on
lower limbs of Jackler
Head Contact Process applies
if not chasing feet + not squaring up

REALISTIC position to compete
legally under pressure
(linebreak, 2v1, in air)

Game Management

General: **RUN** Ball-in-line.
Contest (**JOB 1**): stop on angle
FACING DEFENDERS
Ball Won (**JOB 2**): get **WIDE** and **IN-FIELD**
or 9s pocket (if stuck in close)

Whistle matching Primary (**WHAT**),
Non-verbal Secondary (**WHY**).
Verbal
(if needed):
number, colour, infringement

Who is under pressure?
What are they going to do
(linebreak, 2v1, mismatch)?

GET IN IN-GOAL: Who took ball
into in-goal? Press or **NO**
SEPARATION. Restart?



Key Focus Areas: SEVENS (Click here for SEVENS KFA Video)

Breakdown

[Tackler](#)

[Jackler](#)

[Cleanout](#)

[Counter Ruck](#)

Space

[Inside Defence](#)

[Outside Defence](#)

[Linespeed](#)

[In Front](#)

Set Piece

[Scrum & Lineout Setup](#)

[Penalty and Free Kick](#)

[Quick Throw](#)

[Kickoff and Restart](#)

Management

[Head Contact](#)

[Under Pressure](#)

[Movement & Position](#)

[Communication](#)

REFEREE AT TRAINING OR PRESENTATION REQUEST

- **Referee at Training or Presentation Request:**
<https://forms.office.com/r/YRA7hDVzW2>

This is available to any member club team(s). Please try to submit request at least 1 week of the desired date of team training or presentation.

- **Training Sessions include breakdown, space (including kick chase), scrum and lineout-maul.**
- **Presentations include Key Focus Area alignment, Video Review, On-Field leadership.**



NATIONAL AGE-GRADE LAW VARIATION REMINDERS

[FULL VERSION AVAILABLE HERE](#)

U13-U14	U15-U16	U17-U18-U19
TEAM, TIME AND BALL: 13-a-side; 6 in scrum; rolling subs; 2x25 min; size 4 ball	TEAM, TIME AND BALL: 15-a-side; 8 in scrum; rolling subs; 2x30 min; size 5 ball	TEAM, TIME AND BALL: 15-a-side; 8 in scrum; rolling subs; 2x35 min; size 5 ball
SCRUM AND LINEOUT: 3-2-1 <u>scrum</u> form, no push , hook okay, 9 must pass ; 6 v 6 <u>lineout</u> no lift, <u>no maul</u> ,	SCRUM AND LINEOUT: 3-4-1 <u>scrum</u> form, max 1.5m push (if suitably trained) , <u>lineout</u> lift and <u>maul</u> okay	SCRUM AND LINEOUT: 3-4-1 <u>scrum</u> form, max 1.5m push (if suitably trained) , <u>lineout</u> lift and maul okay
SCORING, PENALTY AND CARDS: <u>Conversion</u> from in front or 5/7/5 zones; penalty must be tap unless inside own 22m ; <u>YC is 5 min</u> sub to remain 13 v 13; RC is permanent sub to remain 13 v 13	SCORING, PENALTY AND CARDS: <u>Conversion from no wider than 15m</u> lines; <u>penalty</u> kick for goal or touch on PK okay; <u>YC is 5 min</u> (team plays 1 short); RC is permanent (team plays 1 short)	SCORING, PENALTY AND CARDS: Conversion as per laws of game; <u>penalty</u> kick for goal or touch on okay; YC is 7 min (team plays 1 short); RC is permanent (team plays 1 short)

COMMON CLARIFICATIONS FOR SEVENS

SCRUM AND LINEOUT	PENALTY AND FREE KICK	IN-GOAL AND SCORING
Offside line for non throw in halfback is the middle line of the scrum	Scrum option only from Penalty Kick. No scrum option from Free Kick (same as XV-a-side)	No goal line drop-out. Held up is 5m attacking scrum; knock-on in-goal is 5m defensive scrum
Not straight throw is "play on" if there is <u>no lift</u> from opposition	Lineout option available for a Free Kick at a lineout (closing the gap, early jump, numbers etc.)	A conversion must be taken within 30 seconds of try being scored; the restart must be kicked within 30 seconds of conversion being taken



SHARE INFORMATION & WORK COLLABORATIVELY

- **Players, Coaches and Officials: Without them, there is no game**
- **Managers and Administrators from all clubs: Without them, there is no opposition**
- **Therapists and Medical personnel: Without them, players cannot return to play**
- **E-mail, phone and text as though you are face to face**
- **Any issues to report (aside from Code of Conduct) should go through your Program Lead**

Competition	Officiating	Player & Coach Pathway	Finance	Marketing & Communications
aharrison@bcrugby.com	cassmus@bcrugby.com	jtait@bcrugby.com	npryce-baff@bcrugby.com	rbartlett@bcrugby.com

**THANK YOU AND ENJOY
THE 26-27 SEASON!**