

BC RUGBY
RULES OF COMPETITION
AGE-GRADE RUGBY

Updated & Board Approved:
Effective for the 2026-2027 season

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*BC Rugby gratefully acknowledges that its offices reside on the traditional and unceded territory of the Coast Salish Peoples, including the territories of the xʷməθkwəy̓əm **(Musqueam)**, Skwxwú7mesh **(Squamish)**, and Sḵəl̓ilwətaʔ/Selilwitulh **(Tsleil-Waututh)** Nations.*

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Section 1 – General

1.1 Purpose of the Rules of Competition

The purpose of the Rules of Competition is to govern the conduct of all Senior (adult) levels of Rugby Union Competition sanctioned or administered by BC Rugby to ensure that the sport, and its game variants, operates to the highest level of Player safety, development, and enjoyment and support the BC Rugby Strategic Plan.

The Rules of Competition and BC Rugby Competitions are designed to support BC Rugby's Purpose of growing, developing, and managing the sport of Rugby throughout British Columbia, while providing sustainable and meaningful competitions to connect BC Bears pathways and lead players to national representation.

1.2 Application of the Rules of Competition

The Rules apply to all Senior Competitions (Representative and Club) and events owned, sanctioned, or administered by BC Rugby. All those participating in BC Rugby Competitions and events are deemed to have full knowledge and understanding of these Rules and must ensure compliance. Additional criteria for Competitions and Events may be established at the time of advertising, and these will be shared prior to entries being received. All Teams must satisfy the rules of membership of BC Rugby and Rugby Canada or their relevant Member Union as recognized by Rugby Canada or World Rugby, unless otherwise outlined.

All Clubs, Teams and Participants are asked to abide by these Rules herein, both in spirit and as written. The BC Rugby Office will apply these rules on behalf of the Competitions Committee.

1.3 Guiding Principles

The following are the principles by which the Rules have been written and any scenarios not explicitly covered by the Rules will be considered in accordance with these principles:

a) Player Safety;
b) Growing and retaining participation;
c) Respect for one's opponent(s), fair play and good sportsmanship;
d) Protecting the integrity of the Competition; and
e) Developing world-class Rugby.

All Clubs, Teams and Participants are asked to abide by these guiding principles, both in spirit and as written.

1.4 Definitions

a) **Adult** – any individual aged 19 years or older.
b) **Age-Grade** – as a prefix to a Competition, Division or event indicates participation as determined by a birth year, age range or age limit.
c) **Birth Year** - Players will be considered their age as at December 31 of the competition year defined as August to August in line with insurance and World Rugby Guidelines
d) **Club** – a Delegate Voting Member as defined by the BC Rugby Bylaws.
e) **Competition** – a series of Matches held between two or more Teams in any format of game including but not limited to Fifteens, Sevens or non-contact Rugby.
f) **Competition Committee** – the Committee responsible for the Age-Grade Competitions of BC Rugby, collaborating with BC Rugby Staff and referred to as the Committee in these Rules.
g) **Division** – a level of Competition, based on Age-grade, region or Teams' level of ability or motivation.
h) **Exhibition Match** – any Rugby Match that is a 'one-off' Match and does not count towards any Competition standings or Player awards.
i) **Fifteens Rugby** – the game of 15-a-side Rugby as defined by World Rugby.
j) **Filming of Games –**
k) capture of BC Rugby sanctioned competitions above under 16.
l) **Filming Standards –** video capture specifications as communicated by BC Rugby Staff
m)
n) **Game on Global** – modified Laws of the Game as defined by World Rugby
o) **Junior** – for or of ages between 18 years of age and 12 years of age.
p) **Laws** – refers to the Laws of the Game as determined by World Rugby.
q) **Loan** – the temporary movement of a Participant from one Club to another.
r) **Match** – a scheduled game of Rugby.
s) **Participant** – all and any person participating in BC Rugby sanctioned Competitions.
t) **Play** – to take the field in a Match from either a starting or substitute position.
u) **Player** – a person who Plays or is intended to Play in any Match.
v) **Playoffs** – any knock-out Match where the winner progresses towards the Final or gold-medal Match.
w) **Points Differential** – the quotient calculated by subtracting points scored against from the points scored for a Team.

x) **Points Ratio** – the quotient obtained by dividing the number of Matches Played into the points accrued.
y) **RMOSBC** – stands for the Referee Match Officials Society of British Columbia and is the recognised body responsible for allocating officials to Matches as requested by BC Rugby.
z) **Roster** - the list of named Players to a Team for a Match in accordance with these Rules.
aa) **Senior** – for or of 19 years of age or older.
bb) **Sevens Rugby** – the game of 7-a-side Rugby as defined by World Rugby.
cc) **Team** – as defined by BC Rugby bylaws.
dd) **Team Staff** – any adult appointed to coach, train, manage or provide medical services to a Team.
ee) **Therapist** – an individual responsible for the prevention, identification, management, treatment and rehabilitation of sport injuries.
ff) **Transfer** – a permanent move, for the remainder of a Player's annual membership, of a Player from one Club to another.

1.5 Amendments to the Rules of Competition

The Rules of Competition may be amended from time to time by the BC Rugby Staff, CEO or the Competitions Committee. Material changes must be approved by the Board.

Section 2 – Age-Grade Competitions and Venue Logistics

2.1 Objectives

The stated objectives of Age-Grade Competitions in BC are:

a) Ensure everyone is welcomed and finds their game (XVS, 7s, Touch etc.), enjoying high quality rugby experiences to support the growth and development of rugby in BC, across all genders and ages;
b) Provide Clubs and Players sustainable and meaningful competition, connecting to BC Bears Pathway (XVs and 7s)
c) Provide the quality and quantity of playing experiences to develop more BC Players to lead Canadian National Teams to success;

2.2 Provincial Competitions

Provincial Competitions provide a critical player pathway to representative opportunities with BC Rugby's BC Bears Teams. Provincial Competitions include

a) **Provincial Regional Championships** – annual Competition open to entry from multiple Age-Grade Teams from a Region affiliated with BC Rugby

2.3 Clubs' Competitions

Clubs' Competitions provide ongoing playing opportunities for players of all abilities and aspirations and are structured as annual age-grade boys' and girl's Competitions open to entry from Clubs registered with BC Rugby as Voting Members.

2.4 Other Competitions

a) **Sevens Tournaments** - Tournaments open to entry from approved teams as outlined in the entry requirements.
b) **Exhibition Matches** – irregular Matches arranged between two Teams, primarily utilized as supplements to another Competition or as preparation for a Competition to ensure Players access the number and quality of Matches desired. **All exhibition matches must have proper sanctioning through BC Rugby**

2.5 Scheduling

BC Rugby staff shall be responsible for scheduling all age-grade competitions and be held accountable for these. Competition Committee will provide feedback on scheduling principles to be applied in the development of the schedule

a) **Provincial Regional Championships** – Provincial Regional Championships shall be scheduled with the aim to achieving the following objectives:
    i. Scheduling should reduce the risk of any player exceeding the approved Rugby Canada Age-Grade Law Variations maximum playing minutes per day
    ii. Where possible schedule all teams, in each division, the same number of fixtures per day of competition, including playoffs.
b) **Club Competitions** – Club Competitions shall be scheduled with the aim to achieving the following objectives:
    i. Provide fairness in home/away scheduling and parity in Teams' travelling commitments;

ii. Schedule 'Club Days' where a Club has as many of their Teams as possible play at home;
iii. Provide 'bye' weekends for as many public holiday weekends as possible, not including make-up Matches;
iv. Fairly accommodate requests from participating Clubs; and
v. Sustaining regional rugby and established rivalries.

2.6 Kick Off Times

All kick off times for Club Competitions shall commence at the scheduled kickoff time unless:

a) Agreed to by all relevant parties or
b) Due to exceptional circumstances as detailed in Section 5.
    i. In these situations, the referee may delay the start of the match.
    ii. Any team causing a delay to the scheduled kickoff time must notify their opponent as early as possible.
    iii. Failure to do so may result in sanctions pursuant to Section 7.

Kick-Off times will be scheduled as follows

a) **Provincial Competitions** – Kick off times for any Provincial Competition shall be scheduled by the BC Rugby Office
b) **Club Competitions** – Kick Off Times

Age-Grade Leagues	Day	Gender	Time
Under 18	Sunday	Boys and Girls	1:30pm
Under 16	Sunday	Boys and Girls	12:15pm
Under 14	Sunday	Boys and Girls	11am

Where multiple teams across multiple Age-Grades and Genders are scheduled the kickoff times will be adjusted to best accommodate travel and teams. Where home teams wish to change kickoff times these must be communicated and received acknowledgement of all changes from the opponent, BC Rugby office and the relevant Referee Allocator by Monday 9am prior to the games kickoff.

c) **Consecutive Matches** – If an earlier Match fails to start as scheduled, then that Match must be reduced in length for each half of the Match so that the Match will finish within the allotted duration or at least five minutes before the next Match is scheduled to kickoff. However, if both Teams and the allocated officials agree, then the second Match may start later to allow the full duration of the earlier Match to be Played.

d) **Schedule clashes** - if circumstances lead to a clash of kick off times on one field, and Teams are unable to come to mutual agreement, the issue will be deferred to the Competitions Committee who may determine timings for the matches

2.7 Venues

For any competition, matches must take place at venues that provide satisfactory facilities, which are to meet the following minimum standards:

a) **Field of Play** – any playing field must continuously meet World Rugby's Law 1 including all lines and markings on the field and flag posts and, if an artificial turf field, must comply with World Rugby's Regulation 22;
b) **Goal Posts** – throughout any Match, goal posts are padded to a height of not less of 1.5 metres;
c) **Facilities** – any home or main field must have access to potable water and at least one usable toilet within 250 metres.
d) **Technical Areas** – Two marked rectangular areas for substitutes, water carriers, medical and coaches must be placed on the same side of the field between each respective 10m and 22m lines (as per Law 1).
e) **Spectator Restraints** – For all Matches, spectators and parents are to stay away from the technical zones. Appropriate restraints are to be in place to keep spectators away from technical zones and touch lines. No aspect of the restraints should be a potential source of injury to players or others.

Section 3 – Team Eligibility

3.1 Age-Grade Competitions

Unless otherwise stated, BC Rugby Age-Grade Competitions shall be open to all Teams that satisfy the rules of membership of BC Rugby and Rugby Canada or their relevant Member Union as recognized by Rugby Canada or World Rugby.

3.2 Provincial Competitions

a) **Number of Teams** – based on the stage of development and venue capacity, BC Rugby staff shall be responsible for advertising the maximum number of teams per region permitted entry into each Age-Grade Division.

b) **Divisions of Competition** – BC Rugby shall clearly communicate all available Age-Grade Divisions

c) **Conditions for entry** – Teams must be formed by a union or region of Clubs, based on either Regional affiliation with BC Rugby or pre-identified regional boundaries. A Union or region must:

   i. Ensure any Team entered is reasonably able to field the required number of players for the duration of the competition. Minimum and Maximum squad sizes may be pre-determined and shared prior to entries being received.

   ii. Ensure all Teams entered have a minimum of two adults appointed as Team Staff;

   iii. Ensure all Team Staff appointed are registered and have current certification in World Rugby's Concussion Management for the General Public and Rugby Ready;

   iv. Any individual appointed as a coach or assistant coach must, as a minimum, must be trained in NCCP Coach Qualification Level 1 or 2, and be registered in Sportlomo as a Coach for their Region. All appointed coaches must submit their current Concussion Management and Rugby Ready Certificate on Sportlomo

   v. Any individual appointed as a Therapist must be qualified and registered as a Healthcare Professional and hold certification in World Rugby's Concussion Management for Doctors and Healthcare Professionals.

   vi. All team staff (Coaches, Managers, Therapists) must upload a current World Rugby Concussion Management and Rugby Ready Certificate to their Sportlomo Profile

d) **Application Process** – prior to the deadline set by BC Rugby, Regional Unions must submit in writing their declaration to compete and include details of all Teams' compliance with Section 3.2 (c).

e) **Acceptance Procedure** – All Teams that meet the requirements of Section 3.2 (c), declaration deadlines and pay all relevant fees shall be accepted into the Provincial Competitions.

3.3 Clubs' Competitions

a) **Number of Teams** – four Teams is the required minimum to create a regional division or pool for Age-Grade Clubs' Competition.

b) **Divisions of Competition** – BC Rugby shall clearly communicate all available Age-Grade Divisions for each season and Clubs should determine the most appropriate and sustainable Division for each Team.

c) **Conditions for entry** – BC Rugby Clubs' Competitions are open to all Clubs that are Members of BC Rugby or Clubs outside of British Columbia that satisfy the rules of membership of the relevant Member Union recognized by Rugby Canada or World Rugby. Each Club must:
    i. Ensure any Team entered is reasonably able to field the required number of players for the duration of the competition. Minimum and Maximum squad sizes may be pre-determined and shared prior to entries being received.
    ii. At least one named Coach that as a minimum, must be trained in NCCP Coach Qualification Level 1 or 2, and be registered in Sportlomo as a Coach for their Club. All appointed coaches must submit their current Concussion Management and Rugby Ready Certificate on Sportlomo
    iii. All team staff (Coaches, Managers, Therapists) must upload a current World Rugby Concussion Management and Rugby Ready Certificate to their Sportlomo Profile
d) **Combined entries** – Two Clubs may combine to enter a Team should neither club be able to demonstrate the ability to consistently field a team in that Age-Grade Division, with that Team demonstrating compliance with all applicable Rules. Furthermore, both Clubs must be in good standing with BC Rugby.
e) **Declaration of Entry** – any Club or Team wishing to enter a BC Rugby sanctioned Competition is required to declare their participation in writing by the set deadline. Declarations made after the deadline may be accepted after considering the impact on the relevant Age-Grade Division(s), those Teams already declared and the circumstances that lead to a late declaration.
f) **Acceptance Procedure** – if the minimum number of Teams has been met, then all Teams that satisfy the requirements of Section 3.3 (c), declaration deadlines and pay all relevant fees will automatically be accepted into the requested Competition or Division. However, if more eligible Teams apply to one Age-Grade Division than the maximum permitted, then the Committee has the authority to move a Team up or down to ensure a level Playing field within an Age-Grade Division and/or as many Age-Grade Divisions as possible are viable. The Committee shall consider potential impact to Team, Club and Leagues, and are encouraged to open dialogue with the potential impacted parties to support the Committee's decision making.

Section 4 – Player Eligibility

4.1 All Age-Grade Competitions

a) **Registration** – all Players must be registered with the competing Club, and therefore insured, prior to Playing in any Match.
b) **Age-Grade** – a Player must play in the age-grade division of their birth year, unless exempted in accordance with Section 8 of these Rules.
c) **Age-Grade Exemptions** – any player exempted to play in an older or younger age-grade, including Senior Rugby, may still play at the age-grade division of their birth year.
d) **Front Row** – eligibility to Play in these positions requires that such Players be suitably trained and experienced. In accordance with the Laws, it is essential that any scrum in which one or more front row Players lack this training and experience be uncontested.
e) **Return to Play Protocol** – if any player has sustained an injury, including a suspected concussion, they are not permitted to play unless they have successfully completed World Rugby's Return to Play protocols.
f) **U18 Over Age Variation** – In the U18 Boys and Girls Divisions all athletes 1 year above the U18 age band must apply for and have an approved exemption before playing U18. Failure to adhere to these rules are penalized as detailed in Section 7. A U18 player can play in a U18 game and a senior game on any given weekend, given its different days. However they must follow U19 laws.

4.2 Club Competitions

a) **Guest Players** – a Player may Play as a guest Player for another Club during an exhibition Match without a formal transfer or loan, provided the Player is registered with BC Rugby and in good standing with his or her Club.
b) **Visitor Players** – a Player may be registered as a two-week visitor and must not Play more than three Fifteens (including Game on Variations) Matches or two Sevens Rugby tournaments within that period. Except for a Sevens Rugby tournament, a visitor Player is not eligible for Playoffs.
c) **Player Transfers** – a Player may transfer from one Club to another. A Player may complete one intra-Provincial transfer per season. To do so, the Player must be in good standing with their original Club and follow the process as detailed on bcrugby.com. If a transferred Player does not meet the eligibility requirements for Playoffs, then an exemption must be submitted to the Committee.

Section 5 - Match Conduct and Protocol

5.1 Endeavour to Play

Clubs and Teams alike are expected to make all efforts to play each of their scheduled Matches. Refer to Rule 5.10 for all implications to Points Tabulations for the below.

a) **Cancellations** – the following circumstances may result in the cancellation of a Match. Failure to reschedule and play a cancelled Match is without penalty to either team:
   i. **Weather Conditions** – where weather conditions jeopardise Player safety or make playing a Match impossible or near impossible.
   ii. **Field Closures** – home and alternative fields are closed within 24hrs of the scheduled kick-off time of the first scheduled Match. A Match will not be considered a cancellation if the opponent's home or alternative field is open and within 60km of the scheduled venue.
   iii. **Travel** – circumstances beyond control lead to travel being impossible or have delayed arrival beyond 45mins after the scheduled kick-off time.
   iv. **Municipal, Provincial Government and Health Authority Guidelines** – should any municipal, provincial or other government bodies recommend or require a match not to take place, or health authorities recommend or require a match not to take place
   v. **Other** – any other reasonably unforeseen, uncontrollable circumstance.

b) **Conceding a win** – if a Team is unable to field a starting Team but the Match still takes place, the final score will only count for regular season and playoff matches if:
   i. **Lack of Numbers for XVs Rugby in U18/U16 Competitions** –, Teams are permitted to play with reduced numbers in line with the table below. In cases of reduced numbers, both teams must start the game with equal on-field numbers. The number of players available on the team with fewer players shall determine on-field numbers as per the chart below.
   Teams must communicate this by Friday 9am

Available Players	Players on Field	Minimum Suitably Trained Front Row	Number of Players in Scrum
15*	12	N/A	6
16	13	N/A	6
17	14	N/A	8
18 or more	15	N/A	8

ii. **Lack of Numbers for 13's Rugby in U14 competitions** –Teams are permitted to play with reduced numbers in line with the table below. In cases of reduced numbers, both teams must start the game with equal on-field numbers. The number of players available on the team with fewer players shall determine on-field numbers as per the chart below.
Teams must communicate this by Friday 9am

Available Players	Players on Field	Minimum Suitably Trained Front Row	Number of Players in Scrum
13	10	N/A	5
14	11	N/A	5
15	12	N/A	6
16 or more	13	N/A	6

iii. **Lack of Numbers for 7s Rugby Competitions** – at least 9 players are present. The match will not be conceded and will be played with both Teams fielding 6 players with rolling substitutions. All other Law Variations must be adhered to for reduced size games.

iv. **Borrowing Players** – If a team is unable to field a suitable number of players and borrows players from their opponent to have the game be played, the result will be a conceded match with no fines.

c) **Defaults** – the following circumstances will be treated as a default and any relevant sanctions will be applied:

i. **Schedule Conflicts** – a Team that commits to another Competition, Tour or Exhibition Match within the BC Rugby Competition regular season and does not reschedule the match.

ii. **Team Standings** – a Team or Teams that fails to play a regular season Match to manipulate the final Team Standings of a Competition.

iii. **Refusal to Travel / Play** - If a team that is able to play however refuses to travel and/or play, that team will record a default.

iv. **Minimum Team Roster Size** – Where a team roster does not have the minimum number of players listed for a game to take place that team will record a default

v. **Other** - if for any other reason a Team causes a Match to not take place and is unable to reschedule the Match.

d) **Disputed Matches** – the following circumstances will be considered by the Committee upon notice from one of the impacted Clubs:

i. refusal to cooperate;
ii. failure to communicate;
iii. disputed result; and
iv. any other circumstances not covered by these Rules.

5.2 Schedule Changes Due to Venue Issues

a) **The Committee** – the Competitions Committee has the right to schedule make-up Matches and relocate venues that it deems necessary.
b) **Schedule of Make-Up Matches** – unless otherwise approved by the Committee, make-up Matches shall be Played in the order in which they were cancelled, that is, the first Match cancelled shall be the first Match to be Played on the make-up date.
c) **Closure of Neutral Field** – if a Match is scheduled at a neutral field and that field is closed, then it is the responsibility of the listed home Team to attempt to find an alternative neutral field. If an alternative neutral field is unable to be confirmed by 9am Friday, then the Match will not be Played and rescheduled as available. Clubs involved in neutral site Matches will not be required to travel to home or opposing Clubs' fields unless agreement is reached. Where the neutral site sought requires travel time exceeding three hours by both Clubs, the BC Rugby Office will assist, if required, in finding and securing a neutral field.
d) **Availability of Opponent's Home Field** – if the home Club fails to nominate a playable field by 2pm Thursday and the opponent's home field is open and within 100km of the scheduled venue, then the Match is automatically switched to the opponent's home field. The home Club may apply to the Competitions Committee under Section 7.5 (d) to have any future away Match between the two Clubs switched to rebalance the share of home Matches.
e) **Providing Notice** - the home Club should communicate potential issues with their opponent in advance (prior to 12pm on Thursday), and receive acknowledgement, of all changes, or potential changes, from the opponent, BC Rugby office and the relevant Referee Allocator. Final details of the agreed changes must be confirmed to BC Rugby offices no later than 9am Friday prior to the scheduled Match. Failure to notify the opposition, and BC Rugby of any field closure or venue change or Match abandonment may result in sanctions pursuant to Section 7.
f) **Approval of Schedule Changes** – all schedule and venue changes must be approved by BC Rugby.

5.3 Abandonment of a Match

A Match may be abandoned as follows:

a) **Weather deteriorates with less than 2/3 time Played** – if weather conditions prevent a Match from being Played or cause a Match to be abandoned with less than two-thirds time having been Played, the Match shall be Played or replayed as a make-up Match where possible.

b) **Weather deteriorates after 2/3 time Played** – if a Match is abandoned because of weather conditions after two-thirds or more time has been Played, then the score at that time shall be deemed to be the final score of the Match. The referee's decision regarding the need to abandon the Match and the time Played shall be final.

c) **Power of the Referee** – a referee has the power to abandon a Match at any time if, in his or her opinion, the Match should not continue to full time. The referee will inform both Team captains that the Match is being abandoned and of the reason for taking that action. The Match shall be Played or replayed as a make-up Match where possible.

5.4 Submitting Team Sheets

For all Age-Grade Competitions, Team Sheets must list all Players that participated as well as all coaches, managers and therapists, and must be completed in full, accurate and submitted online to BC Rugby via Play HQ. Team Sheets submitted must demonstrate adherence to the relevant Rules and be submitted by the following deadlines: Failure to do so may result in sanctions pursuant to Section 7.4

a) **Roster Size**

   i. **Substitute Players** – in all Competitions and for all Law Variations, a minimum of three substitute players must be present and able to play.

   ii. **Provincial Competitions** – in all Provincial Competition Matches each Team Sheet can list up to 26-players, and must nominate 6 suitably trained and experienced front row Players in that squad and be able to replace, at the first time of asking. Failure to do so will result in Game on Global variations being applied.

   iii. **Clubs' Competitions** – in all Clubs' Competitions Matches each Team Sheet can list up to 26-players, and must nominate 6 suitably trained and experienced front row Players in that squad and be able to replace, at the first time of asking. Failure to do so will result in Game on Global variations being applied.

   iv. **Sevens Competitions** – all Teams competing in a Sevens Competitions are permitted to list up to 15-players on Team Sheets for each Match.

b) **Submission Deadlines**

i. **Provincial Competitions** – all Teams competing in Provincial Competitions must submit a Team Roster no later than 10am the day prior to each scheduled Match. Changes may still be made up until 2 hours after the final whistle and must include all substitutions made.
ii. **Clubs' Competitions** – all Teams competing in Clubs' Competitions must submit their Roster no later than 2 hours prior to each Match's scheduled kick-off time. Changes may still be made up until 48 hours after the final whistle and must include all players who took the field.
iii. **Sevens Competitions** – all Teams competing in a Sevens Competition must submit their Team Sheet per the Tournament Rules.

5.5 Laws of the Game & Age-Grade Variations

All Matches shall be Played in accordance with World Rugby's Laws of the Game and shall comply with the rules and regulations of World Rugby, Rugby Canada and BC Rugby. In addition, all Matches shall be Played in accordance with Rugby Canada's published Age-Grade Law Variations and follow World Rugby's Regulations on age banding requirements. World Rugby Game on Global laws shall be applied as prescribed in the rules. For further clarity, BC Rugby mandates adherence to World Rugby's Regulation 22 which applies to artificial turf Playing surfaces.

5.6 Concussion Management

BC Rugby's number one priority is player safety and adheres to World Rugby's policy of 'Recognise and Remove' when dealing with concussions or suspected concussions.
Any player suspected or suffering from concussion should be immediately removed from competition. Not reporting injury symptoms to avoid medical evaluation significantly increases the risk prolonging recovery and long-term effects.

Any decision to remove a Player must err on the side of caution, not certainty. In accordance with the Laws of the Game, the appointed Match Official has absolute authority to remove a Player if they suspect that Player is suffering from a concussion.

5.7 Match Day Management

a) **Under 19 Variation** – on any given day, any Player aged 18 years or younger must not exceed the number of minutes within a day as prescribed in the Rugby Canada Age-Grade Law Variations for a single match or tournament matches.
b) **Injury Replacement** – no player that is removed due to injury is permitted to return to the Match that they were removed from, unless they have been cleared by the designated team therapist.
c) **Substitutions** – all Matches shall be permitted unlimited player exchanges. That is, a removed Player may re-enter the Match as and when facilitated by the appointed Match Official.

5.8 Entering Playing Enclosure

a) **Substitutes** – all substitute or substituted Players are to be situated outside the playing area as defined by World Rugby's Law 1, including when warming-up. This means outside of the spectator restraints.
b) **Appointed Therapist** – two clearly identified Team therapists, may enter the playing enclosure at any time to assist injured Players and may roam the playing enclosure without causing disruption or interfering in any way with play.
c) **Other Team Staff** – all other Team Staff are not permitted in the playing enclosure during play and are to be situated outside the playing enclosure or behind the opposition's in-goal area. This means outside of the spectator restraints.

5.9 Reporting of Scores & Point Scorers

The appointed Match Official is responsible for submitting the Match score. The score submitted by the appointed Match Official is final, unless categorical evidence is submitted to BC Rugby that proves beyond doubt an incorrect score has been submitted.

5.10 Point Tabulations

a) **Age-Grade U18/U16/U14 Competitions** – Team standings shall be determined by the total number of Match points earned by a Team in regular season. The allocation of Match points shall be as follows:
    i. Four points for a win.
    ii. Two points for a draw.

iii. One bonus point for finishing with a score which is within 7 points of the winner.
iv. One bonus point for scoring four or more tries in a Match.

ii. A defaulted Match shall count as four points and recorded as a 20-0 score, as if the non-defaulting Team scored four non-converted tries. The defaulting Team shall lose four points in the league standings.
iii. In the event of cancelled matches that prevents a Match from being Played within regular season, final standings of that Competition will be determined on all participating Teams' Points Ratio.
iv. In the event of a final score having a Point Differential greater than 50 points, the winning team will have their final score reduced to equal exactly 50 points greater than the losing team's final score.

b) **Competitions of Sevens Rugby** – Team standings shall be determined by the total number of Match points earned by a Team in pool Matches. The allocation of Match points shall be as follows:
   i. Three points for a win.
   ii. Two points for a draw.
   iii. One point for a loss.
   iv. A defaulted Match shall count as three points and its score shall be recorded as 20-0 and will count as 4 unconverted tries

Section 6 – Playoffs & Finals

6.1 Tie-Breaking in Team Standings

a) **Two-Way Ties** – in the case of two Teams tied at the end of regular season or all pool Matches, the final standings of the two Teams shall be determined by considering in order of the factors below:
   i. The aggregate score of the Matches Played between the two Teams;
   ii. The most wins in the league or pool;
   iii. The Points Differential in the league or pool Play;
   iv. Most tries scored in league or pool Play;
   v. The toss of a coin by the Chair of the Committee or Tournament Director.

b) **Three-Way Ties** – in the case of a three-way tie at the end of regular season or all pool Matches, the final standings shall be determined by considering the factors, in order, below. If any of the steps results in a two-way tie, then the rules for breaking a two-way

tie shall be applied. When Points Differential is used, the Team with the highest point differential will be considered the winner. If seeding is still required for the remaining two Teams, then this will revert to two-way tie breaking rules.

i. The most wins between the Teams;
ii. The most wins in the league or pool play;
iii. The Points Differential in league or pool play between the Teams involved in the three-way tie;
iv. The Points Differential in league or pool play if all Teams tied Played all their Matches;
v. The toss of a coin by the Chair of the Committee or Tournament Director.

6.2 Tie-Breaking in Playoff Matches

If the score is tied at the end of regulation time of a Playoff Match, then the tie shall be broken by the following procedures:

a) First to score during a maximum of two five-minute halves of overtime shall be Played.
b) If the score remains tied, the winner shall be determined by considering in order of the factors below:
    i. The team with the most tries scored during the playoff match;
    ii. The team with the most converted tries scored during the playoff match;
    iii. The team with the most penalty goals during the playoff match;
    iv. The team with the most drop goals during the playoff match;
    v. The team that scored first during the playoff match;
    vi. The toss of a coin organised by the Match Official.

6.3 Determining Venues for Playoff Matches

For Clubs' Competitions, excluding Sevens Tournaments, venues for Playoffs Matches will be determined as such:

a) **Qualification for Finals** – the venue of any Playoffs that determine Teams' qualification for the Final of a Competition or Division shall be determined by the higher ranked Team in the Competition Standings. BC Rugby may decide to host Playoff Matches at a single venue for logistical reasons.
b) **Finals** – the venue for any Clubs' Age-Grade Finals shall be determined by BC Rugby Staff, taking into consideration the following factors:
    i. Ease of travel for all potential Participants and Clubs involved;
    ii. Number of fields required to accommodate all Leagues or Divisions Finals;

iii. Capacity and quality of facilities required; and
iv. Locations of other BC Rugby Competitions and events to consider geographical distribution within a 24-month period.

6.4 Determining Schedule for Playoff Matches

For Clubs' Competitions, excluding Sevens Rugby tournaments, schedules for Playoff Matches will be determined as such:

a) **Quarter- and Semi-Finals** – the schedule for quarter- and semi-final Matches will remain consistent with the regular season.
b) **Finals** – a schedule for the Finals which will be confirmed once all finalist Teams are confirmed. Amendments to the draft schedule may be made to accommodate travel time of finalist Teams.

6.5 Team Eligibility

Despite Team Standings, a Team may be deemed ineligible for Playoffs due to one or more of the following circumstances:

a) **Not in Good Standing** – if a Team or Club is not in good standing with BC Rugby, then the Board has the authority to disqualify the Team or Club from participating in the Playoffs.
b) **Failure to Complete Regular Season** – if a Team fails to complete the regular season, the Committee has the authority to disqualify the Team from participating in the Playoffs.
c) **Conceding Playoffs** – if a Team wishes to withdraw from Playoffs, they must then inform BC Rugby at least 21-days prior to the first scheduled Playoff Match for the relevant Competition or Division. Failure to do so will be treated as a default and sanctioned in accordance with Section 7.5.

6.6 Player Eligibility

In addition to Player Eligibility for the relevant Competition, the following apply to a Player's eligibility to represent a Club's Team in Playoffs. If a Team has any Player that does not comply with the following, then that Team will be deemed to have defaulted the Playoff Match and the opposition shall be deemed the winner and progress.

a) **Commitment** – a Player must have Played at least 40% of the Club's scheduled Matches for the Club to be eligible to represent that Club in Playoff Matches. Playing more than one Match within one week (Monday to Sunday) will only count as one Match towards

the Player's eligibility calculation. The Committee will receive applications for exemptions in accordance with Section 8.2.

b) **Overtime** – regardless of any overtime required in Playoff Matches, any Player aged 18 years or younger must not exceed the number of minutes within a day as prescribed in the Rugby Canada Age-Grade Law Variations for a single match or tournament matches.

6.7 Submitting Team Rosters

All Team Rosters for Playoffs must be submitted to BC Rugby by Friday 9am prior to each Playoff Match. Changes may still be made up until 2 hours after the final whistle and must include all substitutions made. Roster size is consistent with regular season.

BC Rugby reserves the right to apply rule 7.4 should team rosters not be submitted by the deadline.

Section 7 – Sanctions & Fines

7.1 Authority

The Competition Committee has the power to impose fines and sanctions as set out in the Rules and deemed necessary for the operation of Age-Grade Competitions. The Committee may impose a fine up to a maximum of CAD$2,000 or any other sanction or both in each case of non-compliance with the Rules.

BC Rugby staff will apply the rules as written and issue the following fines on behalf of the Committee.

7.2 Failure to Provide Satisfactory Facilities

The following fines will be applied for failure to provide satisfactory facilities in accordance with Section 2.7:

a) **First offence** – warning, no penalty or fine.
b) **Second offence** – the Club shall be fined CAD$200.
c) **All subsequent offences** – the Committee will consider the circumstances and the potential consequences of the failures and may determine that the Club is not permitted to host any home Matches until evidence is provided to BC Rugby office that the issue has been remedied.

7.3 Player Eligibility

The following fines will be applied to the relevant Club and point deductions for the relevant Team for any infraction of Player Eligibility Rules, as detailed in Section 4, in a BC Rugby sanctioned Competition or Match. For infractions relating to section 4.1 the sanctions (fine and point deductions) will be automatically doubled:

a) First offence – the match will be recorded as a conceded win with the infringing team the losing team.
b) Second offence – the Club shall be fined a further CAD$100 and the Team shall be deducted four-points from the league or pool table.
c) Third offence – the Club shall be fined a further CAD$500 and the Team shall be deducted a further eight-points from the league or pool table points.
d) Fourth offence – the Club shall incur all fines accrued and the Team shall be expelled from the Competition or tournament. Furthermore, the Competitions Committee may apply further sanctions if the infractions relate to player safety being significantly compromised.

7.4 Team Sheet Compliance

The following fines will be applied for failure to submit completed, accurate Team Rosters as per the procedures set out by BC Rugby:

e) First offence – the Club shall be fined CAD$50.
f) Second offence – the Club shall be fined CAD$100.
g) All subsequent offences – the Club shall be fined CAD$150 for each subsequent offence within the current Competition or tournament.

7.5 Defaulted Matches

a) **Age-Grade Divisions** – mandatory fines for Match defaults as follows:
    a. 4-point deduction for all defaulted Matches; and
    b. where the travelling (away) Team is the defaulting Team, that team shall incur a CAD$500 fine for all travel defaulted Matches,
    c. for all other defaulted Matches the teams shall incur a CAD$100 fine, provided notification to the opposition is confirmed before 5pm Thursday before the scheduled Match, otherwise the fine is CAD$200.

b) **Unplayable Fields** – if a home Club confirms its field is playable for a travel Match and the opposition arrives to find the field is now unplayable, then the home Club will reimburse the travelling Club as follows for the relevant modes of transport:
    a. **Ferry travel** – the home Club will reimburse the relevant ferry passenger fee for each player, coach, manager and therapist that travelled, as well as the cost of bus transportation or the cost of the number of cars taken on the ferry. Copies of all receipts must be available upon request of BC Rugby.
    b. **Crossing USA border or Coquihalla** – the home Club will reimburse the cost of bus transportation or $750 per Team if cars were used. Copies of bus transport must be available upon request of BC Rugby.
    c. **Other** – if a Club incurs travel costs not addressed above, then the Committee will review the expenses and provide a decision on fair reimbursement.

7.6 Disputed Matches

Any circumstance considered by the Committee under Section 5.1 (d) may result in loss of home Matches, point deductions and/or fines to a maximum of $1,000 by determination of the Committee.

7.7 Other Breaches of the Rules of Competition

Any other breach of the Rules of Competition not explicitly covered by Section 7 can be sanctioned and/or fined by the Competition Committee.

7.8 Notice of Fines

Clubs that have incurred a fine or fines will be sent an itemised invoice from BC Rugby.

7.9 Collection and Allocation of Fines

All fines are payable to BC Rugby within 45 days of receipt of notice.

All fines imposed under Section 7.5 are payable to the Club who has had the Match defaulted to it, minus a 10% administration fee that is payable to BC Rugby.

Excluding Section 7.5, the Committee will consider applications from Clubs to recoup sunk costs that arise from situations that have resulted in a fine being imposed on another Club.

7.10 Good Standing

Any club which does not (1) either pay a fine within 45-days or prior to Playoffs (whichever is sooner), and (2) abide by a sanction imposed in a Committee decision under Section 7 may be deemed by the Committee to not be in Good Standing and may therefore be disqualified from Playoffs.

Section 8 – Application for Exemptions

8.1 Age Restrictions

A Team may apply for a named Player to be exempt as an over-age or under-age player from an age-grade following the Age-Grade Exemption process. No Age-Grade Team may exceed three over-age Players per roster, excluding U18 Age Grade. No player is exempted until written approval is provided by BC Rugby.

World Rugby Age Banding Regulations state that In no competitions should there be any players on a team sheet who exceed 3 years in Age difference e.g. a 16yr old cannot play with a 12yr old, 17yr old cannot play with a 13yr old, 18yr old cannot play with a 14yr old ,and 19yr old cannot play with a 15yrs old.

8.2 Player Eligibility for Playoffs

Applications for exemptions to the Player eligibility for Playoffs must be made to the BC Rugby office by the 10 days prior to the first scheduled Playoff Match in the relevant Competition or Division. Applications must include supporting documentation that verifies the reason for the request. The following grounds for exemption will be considered by the Competitions and Events Committee with respect to Player eligibility for Playoffs:

a) **Injury Management** – if a Player has been unable to meet Section 6.6 (a) due to injury, then an exemption may be granted based on the evidence presented to the Committee that independently verifies an injury that prohibited the Player from Playing in the Club's scheduled Matches.
b) **National Duty** – if a Player has been unable to meet Section 6.6 (a) due to representing Rugby Canada, then an exemption may be granted based on the evidence presented.

c) **Other** – if a Player has been unable to meet Section 6.6 (a) for any other reason, then a Club may apply for consideration providing a detailed rationale and, if applicable, supporting documentation.

Player Eligibility exemptions will only be considered for those players part of teams that are competing in Semi-Finals or Finals. For clarity this is for teams who have the possibility of competing in first and second place matches.

Any player who is part of teams that will not be part of first and second place matches will have player exemptions automatically approved.

Section 9 – Protests & Appeals

9.1 Protests

a) **Grounds for Protest** - Clubs may lodge a protest when evidence of the following exists:
   i. **Extenuating Circumstances:** A Club may lodge a protest to a sanction or fine imposed if extenuating circumstances led to the situation sanctioned or fined. Protests against default fines will not require a deposit as described in Section 9.1 (b) to a maximum of 3 protests per Club per season. The fourth and all subsequent protests will require a deposit.
   ii. **Rules infraction by another Club:** A Club may lodge a protest against another Club if they compete in the same Competition or Division and the infraction relates to that Competition or Division.
   iii. **Investigation by the Committee:** The Committee may, on its own initiative, investigate any Club or Team for a suspected non-compliance of the Rules.

b) **Lodging a Protest -** Clubs may lodge a protest as follows:
   i. **Authorized Representative** – protests may only be lodged by an authorized representative of a Club.
   ii. **Provide Notice** – to lodge a protest, a Club's authorized representative must provide in writing all relevant information regarding the protest to enable the Committee to assess grounds for protest.
   iii. **Timeline** – A Club must provide notice of a protest within two-weeks of the Match in question, or within two-weeks of receiving notice of a sanction or fine. Notice of a protest relating to a Playoff Match must be filed by Monday 10am immediately following the Playoff Match, or within 48 hours of the Match concluding if the Match has not taken place on a Sunday.

iv. **Deposits** – Clubs may submit 1 protest within a season without a deposit. After that protests must be lodged with a CAD$200 deposit made payable to BC Rugby that will be refunded if the Committee rules in favour of that Club.

c) **Consideration of the Protest** – the Committee shall first consider if grounds for protest have been met. If the Committee deems the protest to be valid, then the following steps will be taken:
   i. When applicable, other parties involved will be informed of the protest and provided 48 hours to provide a written response to the protest.
   ii. If deemed by the Committee necessary, then a hearing may be called by the Committee when any party involved must be given the opportunity to speak
   iii. Upon reaching a decision, the Committee has the discretion to maintain the mandatory fine imposed or reduce or nullify such fine and impose any sanction including, but not limited to, standing point deductions.

d) **Notice of Result** – the Committee shall provide all impacted parties with a written explanation for the decision made, including sanctions and/or fines imposed.

9.2 Appeals

Clubs may appeal decisions made by the Committee in accordance with BC Rugby's Appeals Policy.