



26-27 SEASON GUIDE

26-27 Season: On-Field &
Off-Field Information +
Resources



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3 STEPS TO GET ON THE FIELD IN 2026-2027!

ACTION ITEM 1: REGISTER HERE FOR 2026-2027 (using same e-mail used for WR Passport)

- a) Before accessing the above registration link, login to **World Rugby Passport (here)** and ensure **Rugby Ready (here)** ; **Concussion Management for General Public (RECOGNISE & REMOVE here)**; **Laws Exam (here)** are up to date.
- b) **Are you only registering as a Match Official or Coach of Match Officials primarily?**
You Register with RMOSBC on Play HQ (**using this link**)
- c) **Are you registering as a Player or Coach with a Club?** You can register with your Club **Play HQ (here)** as a Match Official for free if you are already registered as a senior player for 26-27. If you are already registered as a junior player, the upgrade is approximately \$15, for coaches wanting to add Match Official insurance to their profile the upgrade is approximately \$65. You can apply to RMOSBC for dual membership for full club member benefits (e-mail **bcrugbyreferees@gmail.com**)

ACTION ITEM 2: MOST RECENT AVAILABILITY SURVEY (OCT 2026) CAN BE FOUND HERE

- a) Fill out the **Most Recent Availability Survey** which Includes our **Next Online RefDev Session Sept 23 (Early Season Trends)**
- b) Sharpen your tools by Reviewing the **Key Focus Areas Here**
- c) **Update your PDP (here)** if you want to take the next step on your **Refereeing Pathway (here)**

ACTION ITEM 3: GET INVOLVED ON THE COACH-LOGIC VIDEO CLIP DISCUSSION PLATFORM

- a) Create a login **here**
- b) Create clips for discussion (**how to video here**)
- c) Read and comment on active discussions **here**

ON-FIELD RESOURCES

- **26-27 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.

- **REDUCED NUMBERS GUIDE (HERE)**

Quick reference tool for Reduced Numbers:
fewer than 18 players available to play.

MORE RESOURCES AVAILABLE HERE:

<https://www.bcrugby.com/officiate>



OFF-FIELD: ADMIN, AVAILABILITY AND APPOINTMENTS

- **MONTHLY AVAILABILITY SURVEY**

Keep your availability up to date

[OCTOBER SURVEY HERE](#)

[NOVEMBER SURVEY HERE](#)

- **26-27 MONTHLY APPOINTMENTS PROCESS (HERE)**

Appointments are communicated via e-mail. Any changes in availability please contact bcrugbyreferees@gmail.com and cassmus@bcrugby.com

- **REVIEW MONTHLY REFDEV UPDATE**

Sent through e-mail and published @ BCRugbyReferees on social media platforms + sign-up link to monthly online RefDev session also included.



OFF-FIELD: PRE-GAME

DAY BEFORE

- Check e-mail for reduced numbers or special information
- Team of 3? Referees connect with ARs
best done at least 2 days in advance
- Create a gameplan (recommended) **using this template** or your own *best done at least 2 days in advance*

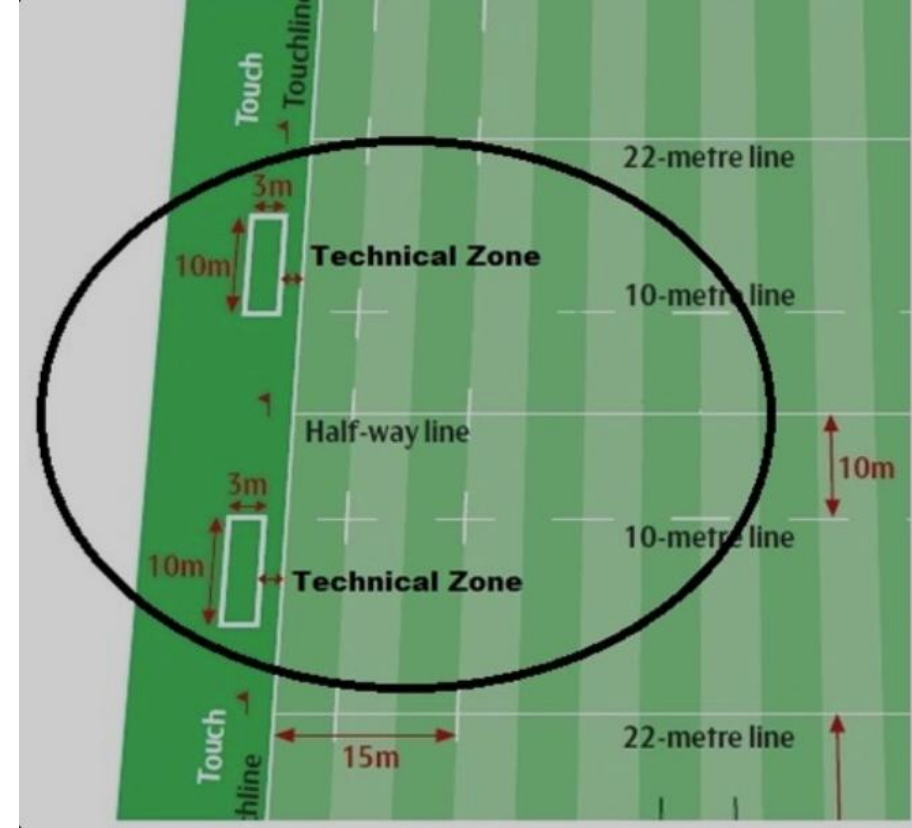
GAMEDAY - PREGAME

- Arrive 60 minutes (recommended, 45 minutes minimum) before kickoff to Connect with Team Coaches, organize front row brief and toss
- Remind coaches of playing enclosure integrity (see page 7)
- Connect with Team of 3, organise communications equipment and warm-up



PLAYER ENCLOSURE CLARITY: 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 **if not please e-mail cassmus@bcrugby.com after the game**
- Only 2 water (including tee) carriers permitted outside the technical area (when required).
- No Coaches permitted inside the playing enclosure (can be outside ropes or in technical area) **unless designated as a water carrier.**
- Maximum of 2 registered Athletic Therapists permitted in technical area or inside playing enclosure. **One AT may roam on the opposite side beyond the touchline.**
- Only playing, coaching or medical personnel inside the technical area.
- 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.



OFF-FIELD: POST GAME

- **SCORE REPORTING HERE**
(IMMEDIATELY AFTER GAME)

Live scores are recorded by Team Managers during the game. To ensure accuracy Referees are asked to use **THIS FORM** to verify scores + record a “Spirit of the Game” rating for each team.

- **CARD REPORTING (IMMEDIATELY AFTER GAME)**

Yellow Card Form (here)

Red Card Form (here)

- **EXPENSES (MILEAGE, FERRY, HOTEL ETC)**

Please use this form to submit mileage over 100Km (round trip) + any ferry and/or hotel expenses



MIDWEEK SCHOOLS RUGBY

Schools' rugby is outside of BC Rugby sanctioned competitions. However, one of the conditions of BC School Sports insurance is to be an active, registered referee with Rugby Canada & BC Rugby.

To be appointed please respond below so that we may provide schools appointments personnel your details.

Use this form to indicate willingness to Officiate Schools Rugby*

***Limited Schools Competitions Sept-Nov;
Majority of Schools Competitions February-June**



NATIONAL AGE-GRADE LAW VARIATION REMINDERS

[FULL VERSION AVAILABLE HERE](#)

U13-U14 (Grade 7-8)	U15-U16 (Grade 9-10)	U17-U19 (Grade 11-12)
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 <u>2x30 min for playoffs</u>
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 from in front (for playoffs)</u> ; <u>penalty</u> must be tap unless inside own 22m; YC is 5 min 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; YC is 5 min (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 (same as XVs)	Scrum option only from Penalty Kick. No scrum option from Free Kick (same as XVs)	No goal line drop-out. Held up is 5m attacking scrum; knock-on in-goal is 5m defensive scrum. Ball made dead by attack is 22m drop-out.
Not straight throw is “play on” if there is <u>no lift</u> from opposition (if lift, not straight = scrum or lineout option , same as XVs)	Lineout option available for a Free Kick at a lineout (closing the gap, early jump, numbers etc.)	Conversion must be taken within 30 seconds of try being scored; the restart must be kicked within 30 seconds of conversion being taken

JUNIOR COMPETITIONS U14-U16-U18 – PLAYOFF MATCHES

EXTRA TIME (AGE-GRADE RULES OF COMPETITION 6.2)

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 points of any kind** during a maximum of two five-minute periods of extra time 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.

SENIOR COMPETITIONS – PLAYOFF MATCHES

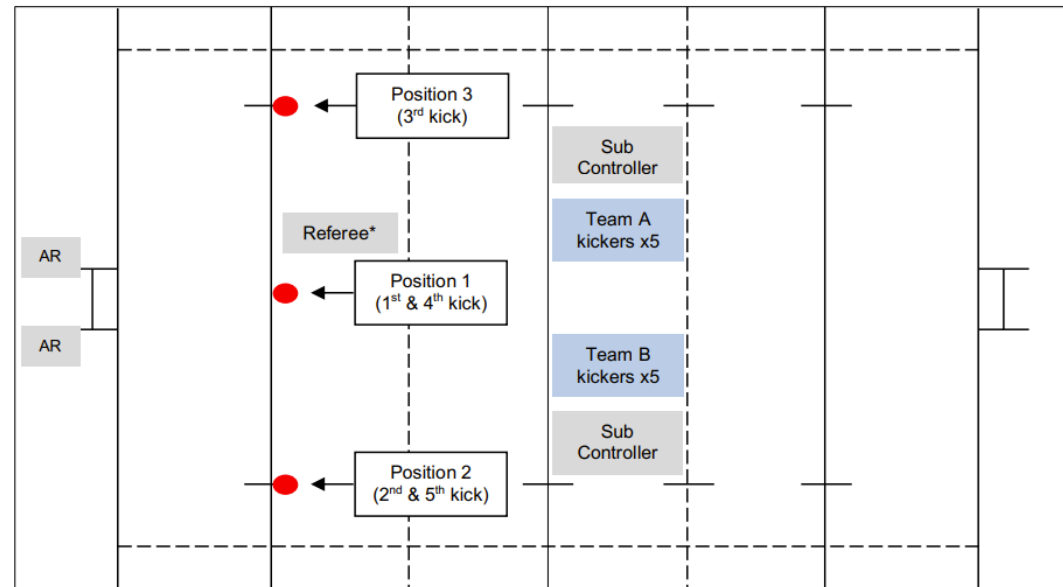
EXTRA TIME (SENIOR RULES OF COMPETITION 6.2)

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) Two five-minute periods of extra time **shall be Played.**
- b) If the score remains tied, then the Teams shall Play one additional five-minute period of extra time with the **Team scoring first** determined as the winner (i.e. sudden death).
- c) If the score remains tied, then the Teams shall compete in kicks at goal see next page

KICKING COMPETITION

If at the end of a knock-out Match, after Normal Extra Time and Sudden Death periods of play have been completed, the Teams remain tied, then the referee will conduct a place-kick competition to determine the winner of the Match. The same match ball must be used for all kicks unless it is damaged. Prior to the kicking competition the referee will conduct a coin toss to decide which end of the field the kicking competition will take place. 5 kickers are selected from each team. Should the number of successful kicks after 5 from each team be equal, the next kickers from each team will continue a sudden death competition



* Location of the Referee is approximate (centrally located between the 22m and 10m lines)

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

CONCUSSION

- 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>



DISCIPLINE

- **RED CARD** [RED CARD FORM \(HERE\)](#)

It is integral for the protection of Players, Officials and the Game that all Red Cards are reported:

- 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** [YELLOW CARD FORM \(HERE\)](#)

Data from Yellow Cards also play an important role in providing information for Hearings and Track Player, Team and Officiating trends across all Competitions:

- A Yellow Card means a 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
- 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 Referee Incident to scmosherg@gmail.com

This is for unwelcomed behaviours that create a negative environment for Referees to perform in

Submit Code of Conduct Complaints here

This is for serious verbal or any physical abuse





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](#)



Clarity Definitions Sevens: Getting on the same page

Breakdown

Tackler:
Not in the way of ball or
cleanout

Jackler:
Square to goal line and
able to LIFT ball

Cleanout:
Square to goal line and
moving threat or feet on
ground (protect)

Counter Ruck:
Square to goal line and
moving opposition (not
falling on players or ball)

Space

Inside Defence:
Starting CLEARLY onside
(not near opposition
halfback)

Outside Defence:
Starting CLEARLY onside
(daylight)

Linespeed:
Start onside

In Front:
Not in the way of
opposition access to ball

Set Piece

Scrum & Lineout Setup:
In position within 15
seconds + in own space
(halfback behind middle
line)

Penalty and Free Kick:
Clear kick behind
infringement mark and
actively moving out of the
10m space

Quick Throw: Leave the
ball and clear the 5m
space

Kickoff and Restart:
Max 30 seconds after
conversion +
behind kicker

Management

Head Contact: Head
Contact? Avoidable?
Danger? Mitigation*?

Under Pressure:
Defence realistic
competition (in air or
intercept)

Movement & Position:
Ball line running, give
players the lane on
linebreaks

Communication: Primary
signal to facilitate fair
quick tap (PK/FK).

**THANK YOU AND ENJOY
THE 2026-2027 SEASON!**