

## NCAA GIRLS' RUGBY

**2022-2023**

### 1. SEASON OF PLAY

Girls = Spring Season

### 2. LEVELS OF COMPETITION

Senior Level (Varsity), Open

### 3. ELIGIBILITY

The following classifications shall apply for Girls' Rugby'

A/AA                      under - 951 students

AAA                      951 and over

**Note:** School classification is based on enrolment on October 31st of the PREVIOUS school year.

**Note:** According to ARTICLE XV; Section 1, a team may opt to play at a higher classification if they declare their intention by the Declaration of Play deadlines.

Each team may have an unlimited number of players

The individual's birth certificate indicates that she has **not reached her 19<sup>th</sup> birthday by January 1<sup>st</sup>** prior to the start of the school year in which the competition is held.

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.

### 4. ELIGIBILITY SHEETS

The eligibility sheet must be submitted to the Convener twenty-four (24) hours prior to their first competition.

### 5. GAME TIME

The game will not start before 3:30pm (no earlier without Convener's knowledge and both Principals' permission).

### 6. Home School Responsibilities

- Have the field correctly marked, corner flags in place (corner flags must be on the field, minimum height 5' (or its metric equivalent) and rounded at the top), uprights padded, team benches out.
- Provide a suitable game ball.
- Ensure that the behavior of spectators is what is expected.
- Ensure that the field is in playable condition
- In the event that the game has been called off, the coach is to notify the Athletic Convener and the visiting coach as soon as possible, preferably before 12 noon.
- Official(s) WANT 24 HOUR NOTICE or they may have to be paid.
- Have a second set of shirts available for the home team to change into in the event that there is a conflict of team colors.
- As of April 2011, player benches must be on the same side of the playing field. Spectator areas will be on the opposite side of the players' benches. Where this cannot physically be possible, the players' bench areas must be clearly defined and spectator areas are not to be in those areas.

## **7. PAYMENT OF OFFICIALS**

The officials will be paid at games. The home school is responsible for paying the full amount. The amount will be announced at the start of the season. The visiting team is responsible for transportation costs to and from the competition.

If a gate is charged at an NCAA league or play-off game then all expenses will be paid from the gate (referees, minor officials, linesmen, security, score keepers, etc.) and the remainder of the gate will be divided equally between the home and visiting team.

In the event a play-off game is played at a neutral site then the cost of officials will be shared equally between participating teams.

## **8. REPORTING SCORES**

The home team will enter the scores and submit the game sheet at [www.ncaa.ca](http://www.ncaa.ca) within 24 hours from the completion of the game.

## **9. OFFICIALS**

All attempts must be made to use accredited officials.

## **10. OFFICIAL RULE BOOK**

ZONE/SOSSA/OFSAA policies plus the laws of World Rugby shall govern the playing of girls' rugby.

## **11. GAME FORFEITURES**

The following policies are in place for game forfeitures:

- (1) Should a team forfeit a game with less than 48 hours' notice, all costs associated with the game shall be charged to the forfeiting school.

- (2) Should a team forfeit a game, the forfeiting team will be given a loss as a result of the forfeit.
- (3) Should a team forfeit two (2) games during regular season play, the team shall be removed from the league and all points earned in games played against that team shall be removed from league standings.
- (4) A team that forfeits a game during the regular season loses all rights with regards to tie breaking procedures. (ie if the team is tied for 3rd, the team will be relegated to 4th place).
- (5) A team that forfeits a playoff game shall also forfeit the right to play any further playoff games at the current or subsequent level of playoffs (ie when two teams qualify for SOSSA).

## 12. LEAGUE AND PLAYOFF FORMAT FOR NCAA GIRLS' RUGBY

The NCAA will have league and playoff structure for girls' rugby. The following playoff structure will be implemented for all NCAA playoffs. The highest seeded regular season team will be home.

- Four team playoff will consist of 1 vs 4 and 2 vs 3. The winner of both games will compete for the NCAA Championship.
  - Three team playoff consists of 1st place receiving a bye and 2nd place playing 3rd place. The winner of 2nd vs 3rd will play 1st place for the NCAA Championship.
  - Two team playoff will consist of 1st vs 2nd for the NCAA Championship.
1. **8 Team Leagues-** Every team plays each other once, before AAA teams separate into playoff bracket and AA teams separate into playoff bracket.
  2. **7 Team Leagues-** Every team plays each other once, before AAA teams separate into playoff bracket and AA teams separate into playoff bracket.
  3. **6 Team Leagues-** Every team plays each other once, before AAA teams separate into playoff bracket and AA teams separate into playoff bracket.
  4. **5 Team Leagues-** Every team plays a home and home, before AAA teams separate into playoff bracket and AA teams separate into playoff bracket.
  5. **4 Team Leagues-** Every team plays a home and home, before AAA teams separate into playoff bracket and AA teams separate into playoff bracket.
  6. **3 Team Leagues-** Every team plays a home and home, before AAA teams separate into playoff bracket and AA teams separate into playoff bracket.
  7. **2 Team Leagues-** League home and home will be played, before AAA teams separate into playoff bracket and AA teams separate into playoff bracket.
  8. **1 Team League-** Exhibition games will be played. The team moves on to SOSSA.

Leagues with unique circumstances may have the structure changed in order to accommodate due to weather, travel, safety (ex. Slow Pitch, Baseball, Football).

### **13. PLAYING TIME FOR LEAGUE GAMES and PLAY-OFFS**

All games, including semi-finals and finals consist of 2 twenty-five minute halves with a (5) five minute rest period. If play-offs are on one day and consist of two (2) games, then to comply with the time restriction of 80 minutes per day, all games will consist of two (2) halves of TWENTY minutes with a five (5) minute rest period.

### **14. UNIFORMS AND EQUIPMENT**

- Uniforms shall conform to C.R.U. laws.
- All players must wear mouth guards at all times.
- All players must wear the same colored tops. No partial uniforms will be allowed.
- All tops must be numbered.
- Wearing tracksuit pants or sweat pants will be at the discretion of the referee only in adverse weather conditions.
- CRU approved shoes that are duly inspected by the official and are deemed to be safe be allowed.
- Jewelry, watches, rings, casts, etc., that could be a hazard to other players will not be permitted. If you are in doubt, contact the referee before the game.

### **15. REPLACEMENT OF PLAYERS**

- (1) There shall be unlimited substitution for injury, at any time during the game or overtime, provided the referee is notified. Injured players shall not return to the game.
- (2) Should a player be ejected from the game any reason, she is no longer eligible for competition in that game and no replacement will be allowed for the remainder of that game during which the offence occurred. Note: If a player is ejected in a match, she must sit out the next match. This may include Zone and / or SOSSA playoffs.
- (3) There shall be unlimited substitutions at any time during the game or overtime, provided the referee is notified.

### **17. BLOOD INJURY**

Any bleeding player must leave the field immediately for treatment. The player is allowed 15 minutes (and a substitute) to control the bleeding. At the end of 15 minutes and if the bleeding has not stopped the bleeding player may not return to play and the substitute becomes the permanent player.

### **18. TIE BREAKING PROCEDURES**

These procedures shall be used when determining a play-off position when a league schedule leads to play-offs:

- (1) Record between tied teams;
- (2) Record against teams higher in the standings (1 above, then 2 above, etc.);

- (3) Record against teams lower in the standings (1 below, then 2 below, etc.);
- (4) (a) coin flip to determine playoff position only. The conveners will perform the coin flip. The school that is alphabetically highest will have “heads” in the coin flip. The convener will notify schools of the results.
- (b) Playoff on a neutral field/court or a coin flip for home field will be conducted if both coaches agree, if it is to determine the final playoff position.
- (c) In the event of a four way tie, the conveners, in consultation with the NCAA executive and the schools involved, will determine a tie breaking procedure.

5

## **19. TIE BREAKING PROCEDURES FOR PLAYOFF GAMES: as of March 2013**

Teams shall re-toss to select the right to kick or choice of end prior to overtime periods. This procedure shall be used for play-off games only.

- (i) Two (2) five-minute sudden-death periods with one (1) minute between periods; teams shall play 15 players.
- (ii) If still tied at the end of the two (2) five minute halves, the following procedure shall be followed: best of three (3) kicks (order determined by a flip of a coin by the referee) by three (3) players for each team that were playing in the game immediately before the game ended. Kicks may be a place kick or a drop kick.

These kicks shall take place from the following spots, in the following order:

- a) from the left side 15 meter line and 22 meter line intersection,
- b) from the middle of the 22 meter line,
- c) from the right side 15 meter line and 22 meter line intersection.

If still tied after three kicks by each team, single sudden death kicks shall be attempted by a player from each team that was on the field at the end of the tied game. These sudden death kicks shall be taken in the same progression as a-c above.

## **20. RESPONSIBILITY OF VISITING COACHES**

Have your team at the opposing school at least 20 minutes prior to kick off. To control the conduct of any spectators accompanying the team.

## **21. SUSPENSIONS**

A player who receives two (2) yellow cards or one red card offenses in the same game, will receive an automatic one (1) game suspension and no substitution may enter that game.

Should a player be ejected from the game for any reason, the player is no longer eligible for competition in that game and no replacement will be allowed for the remainder of that game during which the offence occurred.

A player is ineligible for Zone play if previously suspended for a breach of the rules while playing under the jurisdiction of the Ontario Rugby Union

## **22. ZONE QUALIFICATION TO SOSSA**

1 champion from each Zone will go to SOSSA. The SOSSA championship will be held in the spring at least one week prior to the OFSAA. Check [www.sossa.on.ca](http://www.sossa.on.ca) and [www.ofsaa.on.ca](http://www.ofsaa.on.ca) for dates, times and locations.

### RUGBY MATCH SHEET – 2021-2022

**Before** the match begins: HOME TEAM must see that SECTIONS (A) and (B) on this sheet gets completed and signed by each coach and given to the referee before the match begins.

(A)

DAY/DATE:	GIRLS ____ BOYS ____  HOME TEAM:  VISITING TEAM:	LOCATION
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(B)

HOME TEAM: ELIGIBILITY I (HOME team coach) acknowledge that the student/athletes that played in the rugby match are the same student/athletes that appear on the school's eligibility list that was sent to the Rugby Convener prior to the start of the Rugby season.	VISITING TEAM: ELIGIBILITY I (VISITING team coach) acknowledge that the student/athletes that played in the rugby match are the same student/athletes that appear on the school's eligibility list that was sent to the Rugby Convener prior to the start of the Rugby season.
JUNIOR players(s) added for this match:	JUNIOR player(s) added for this match:
HOME COACH SIGNATURE:	VISITING COACH SIGNATURE:

**After** the match ends: the referee must return this match sheet with SECTION (C) completed (if necessary) and signed, to the coach of the home team.

(C)

REFeree's NAME (print):
REFeree's SIGNATURE:
REFeree's COMMENTS: Please note in detail names and school of players who received RED / YELLOW Cards:

HOME SCHOOL:	VISITING SCHOOL:
Player(s) who received RED / YELLOW Cards:	Player(s) who received RED / YELLOW cards:

**THE HOME TEAM MUST COMPLETE THIS MATCH SHEET and then scan and e mail it to the RUGBY CONVENER.**