

PACIFIC NORTHWEST OLD BOYS RUGBY UNION

Rules of Competition

Adopted July 01, 2012

The Pacific Northwest Old Boys Rugby Union is unique in the rugby world. The following Rules of Competition has been agreed to by the Member Clubs.

The Rules of Competition (RoC) for the Pacific Northwest Old Boys Rugby Union (PANORU) embodies and reflects the spirit of Old Boys Rugby.

The current laws, as prescribed by the IRB (Laws), are in full effect with the exception of provisions provided in this document and amendments thereto.

The aim of the variations described herein is to provide guidelines to the version of the game in which players have obtained the age of eligibility and where enjoyment is maximised and the possibility of injury is minimised.

PLAYER ELIGIBILITY

A player who will reach his 38th birthday in the current calendar year is eligible to be registered and subsequently play. If there is any question about the eligibility of a player the admissibility of the player will need the concurrence of both team representatives (captains) prior to the start of the match.

SUSPENDED PLAYER:

Any player who has been suspended from play by any Union affiliated with the BCRU, CRU or IRB, or any other national Union, is not eligible to play Pacific Northwest Old Boys Rugby Union games until the terms of his suspension have been met and confirmation of reinstated eligibility has been ascertained in writing.

UNDERAGE PLAYER:

A player who will not reach his 38th birthday in the current calendar year is eligible to play by the concurrence of both team representatives (captains) prior to the kick off. Underage players deemed eligible to participate in the match should be sufficiently apprised of the nuances and spirit of PANORU rugby.

PLAYER REGISTRATION:

All players participating in games sanctioned by Pacific Northwest Old Boys Rugby Union must be registered with the British Columbia Rugby Union and the Canadian Rugby Union. Clubs should have registration forms available for new and/or visiting players and have them complete a form prior to playing in a game.

In the case of teams from the United States it is essential that they are registered and insured with the appropriate governing bodies in a manner approved by the BCRU for non-Canadian teams participating against Canadian teams.

To expose other participants, the Pacific Northwest Old Boys Rugby Union, member clubs, the BCRU and CRU to the potential liability by allowing an unregistered player to participate in a game is unacceptable.

CONDUCT

The cynical disregard of the laws of the game, the Rules of Competition, dangerous or overly vigorous play and unsportsmanlike behaviour are not part of the PANORU philosophy.

Team captains are responsible for the behaviour of their players. It is the obligation of all team members to ensure that the spirit of PANORU Rugby is maintained at all times.

- All players, coaches, and administrators are to behave in a sportsmanlike manner.
- All coaches, players and administrators must treat the referee and touch judges and other match officials with the utmost respect.
- All coaches, players and administrators are to treat the opposition club in a decent and respectful manner. All members will avoid making any comment which could be considered to be offensive. These include but are not limited to comments relating to race or ethnicity.
- A player may be immediately removed from the field for displaying behaviour that does not adhere to the Rules of Competition.
- Any player, coach or administrator seen to behave in a manner which is not supportive of the league, the laws and these Rules of Competition will be asked to appear before a PANORU committee of his peers to show cause as to why they should not be suspended or expelled from the league.

PLAYER DISCIPLINE

The Laws apply to all games. A suggested game management guideline for match officials is to send off players who have transgressed the laws to an extent that continuing to participate is not a viable game management option. The sending off can be for a specific period for “cooling off” or for the balance of the match. Teams should be allowed to replace players sent off.

In the event of a red card being issued for the occurrence of an incident, or act, which is of such an egregious nature that further disciplinary action is required said discipline needs to be meted out in an expedient, fair and transparent manner. This action can be initiated by the match official or by the leadership of either or both participating teams.

The basic principal for discipline should be that fairness for all concerned is considered while working within the confines of the laws, these Rules of Competition, and the spirit of the league and old boys rugby.

The leadership of the two clubs should make every effort to reach a mutually satisfactory resolution to the issue. Guidelines and suggested processes can be emulated from the BCRU discipline process found on line at www.bcrugby.com

In the event that a expedient, and mutually satisfactory, resolution cannot be reached between the clubs the president of the Pacific Northwest Old Boys Rugby Union should be contacted and asked to activate the league discipline committee.

SHORTS – Colour Coding:

Tackling and other physical contact that is part of the game of rugby should be modified to take into account the age of a player as signified by the colour of the shorts worn.

The following is the age grade code for shorts. No player is compelled to wear shorts corresponding with his age. If a player is not wearing shorts corresponding with his age grade he must wear shorts indicative of an age grade(s) lower.

- 38 – 49 White
- 50 – 59 Black
- 60 – 69 Red
- 70 – 79 Gold
- 80 > Purple

Prior to kick off, the match referee will identify and draw the attention of all players those wearing age grade coloured shorts that require consideration during the match. Players will be briefly reminded of the requirements that apply to those wearing coloured shorts as prescribed in this document.

When a player wearing coloured shorts substitutes for another player, the referee will again draw attention to the fact that a player wearing coloured shorts is now on the field. To avoid confusion, teams should avoid using the colours red, gold, purple, or colours similar for their club shorts.

Age Grade Contact

Club/Black/White Shorts: Players wearing club/black/white shorts in matches are fully committed to full contact rugby. The IRB laws apply within the confines of the spirit and intent of Pacific Northwest Over 40 Rugby and this document.

Red Shorts: Player may be "claimed and held" but not tackled. A player in red shorts who has been "claimed and held" is considered to have been tackled. That being so, this player must then immediately exercise one of the options required of any tackled player and either play, pass or release the ball. The opponent holding him must not prevent him from doing so. A red shorts may not run penalties.

"Claiming" can best be described using this example:

The player with the ball (a wearer of red shorts) cannot be tackled or taken to the ground but may be "claimed" or held by wrapping ones arms around his body to prevent further forward movement .

He must **not** be thrown to the ground, and he must be able to free the ball to play it. In other words, you can hold or "hug" them gently but do not tackle them.

The defender can stand in front of the player with the ball (the red short player) with outstretched arms to prevent further forward movement, again allowing the player to play the ball.

A player wearing red shorts may attempt to tackle players wearing club/white/black shorts if they feel confident and comfortable about doing so.

A red shorted player should conduct themselves in the manner they wish to be treated in respect to contact. Red shorted players cannot run penalties and should not play aggressively with the unbridled enthusiasm of a club/white/black shorted player and subsequently expect preferential treatment when on the receiving end of contact in play.

Gold Shorts: Player must not be touched or tackled nor must he tackle or attempt to tackle others. May run with the ball, for up to 15 metres in total in any direction, irrespective of the path taken. If that player is not in a position to score a try after carrying the ball a total distance of 15 metres, the ball must then be passed to a team mate.

Purple Shorts: Player must not be touched or tackled nor must he tackle or attempt to tackle others. May run with the ball, for up to 15 metres in total in any direction, irrespective of the path taken. If that player is not in a position to score a try after carrying the ball a total distance of 15 metres, the ball must then be passed to a team mate.

Red Shorts – Recuperating Players: Players recuperating from injury may elect to wear red shorts for that period. All the rights and responsibilities accorded a red shorted player shall prevail. This provision is open to a recuperating player of any age. This provision is **not** intended as a permanent option for players under the age of 60 years with a chronic or permanent condition that does not allow them full contact participation. Match officials and representatives from both teams should be apprised of a player wearing red shorts during a recuperative period prior to the match. Team representatives should then advise their players prior to the start of the match so as to avoid confusion or consternation.

Entering Rucks and Mauls: Players wearing red/gold/purple shorts entering a ruck or maul must be cognisant that recognition of their age grade, as indicated by their shorts, may not be recognized and should expect to be treated in a manner concurrent with the wearing of club/black/white shorts.

Respect : All players must strictly observe the restrictions on the playing and tackling of players wearing red/gold/purple shorts. The wearing of red/gold/purple shorts does not give a player the right to tackle other players wearing red/gold/purple shorts. Any player violating the respect due to gold and purple shorted players will be tied to a public urinal and pissed upon at the completion of the match.

SUBSTITUTION:

Substitutions should only be made at stoppage in play. Requesting permission from the match official is not required. There is no limit as to the number of substitutions that may be made, nor as to the number of times that a player may rejoin the game. In the spirit of the game teams are charged with the responsibility to ensure they have not exceeded the maximum number of players allowed on the field of play at one time.

A player who has been cautioned and temporarily suspended for infringing the foul play law (i.e. shown a yellow card) may be immediately substituted by another player. The period of temporary suspension will be 10 minutes of running time.

A player who has been sent off (i.e. shown a red card) may be immediately substituted but will not be permitted to return for the duration of the game.

BLOOD SUBSTITUTION:

As per IRB Laws.

PROTECTIVE DEVICES:

Given the ages and the past game experiences many players utilize a variety of protective devices and supports. Although we wish to allow for maximum participation in our games, a player must comply with IRB laws pertaining to protective devices and clothing. (LAW 4 PLAYER'S DRESS)

GENERAL PLAY:

Given sufficient consideration to the age of the participants in Pacific Northwest Old Boys Rugby Union, games should be played in accordance with the current Laws of the game of Rugby Union Football as sanctioned International Rugby Board and these Rules of Competition and amendments thereto.

Referees:

As per the BCRU host club must provide a certified and registered referee to officiate matches. The referee must officiate an Over 40 game with the same regard for the Laws of the game as he would have officiating a game in any other league affiliated with the B.C.R.U. taking into provisions and exceptions provided herein and any mutually agreed upon provisions decided prior to the match by team representatives and match officials.

Playing Time:

The length of the game and the number of periods of play shall be determined by agreement between the team representatives and the match officials. Games generally will not be less than 60 minutes in duration. The duration of the periods of play and breaks shall be determined by the team representatives and match officials prior to kick off.

Play will resume after a period break with the continuation of play at the point in which it was suspended. Play following the half time or mid way point of the game will resume with a kick off from centre as per the laws.

Numbers of Players

If one team is short of players sufficient to field a full side the spirit of the Pacific Northwest Old Boys Rugby Union dictates that the opposing side should provide players to balance the numbers of players available to both teams.

Scoring

The match will be scored by recording each try as one (1) point. Trys will not be converted. Penalty kicks and drop goals will not be recorded unless agreed upon by team representatives and match officials prior to kick off prior to the kick off.

Restarts

The restart following a try shall be to the team having recorded the try as per the laws. As per the laws there is no obligation for the team restarting to allow time for preparedness by the opposing team.

The Scrum

The ultimate desire is to have all scrums fully contested. The provisions of the Laws of the Game regarding safety must be respected. If a concern for safety is raised by either team the referee must invoke the U19 rules as prescribed by the Laws of the Game. If the application of the U19 variation is deemed unacceptable due to potential injury or availability of trained players the referee must declare uncontested scrums.

Under 19 Variations - IRB

20.9 (j)

Maximum 1.5 metres push. A team in a scrum must not push the scrum more than 1.5 metres towards their opponents' goal line.

Sanction: Free Kick

20.9 (k)

Ball must be released from scrum. A player must not intentionally keep the ball in the scrum once the player's team has heeled the ball and controls it at the base of the scrum.

Sanction: Free Kick

20.11 (a)

No wheeling. A team must not intentionally wheel a scrum.

Sanction: Penalty kick

If a wheel reaches 45 degrees, the referee must stop play. If the wheel is unintentional, the referee orders another scrum at the place where the scrum is stopped. The same team throws in the ball.

The U19 variation for the scrum provide provisions and guidelines to further alter to uncontested scrums if suitable players are unavailable as per provisions outlined in the U19 variations of the Laws of the Game.

Uncontested Scrums - IRB

If a team cannot field such suitably trained players because:

- either they are not available, or
- a player in one of those five positions is injured or
- has been sent off and no suitably trained replacement is available,

then the referee must order uncontested scrums.

In an uncontested scrum, the teams do not compete for the ball. The team putting in the ball must win it. Neither team is allowed to push the other team away from the mark.

Numbers and Formation in the Scrum

In an 8 person scrum the formation must be 3-4-1, with the single player (normally the Number 8) shoving on the 2 locks. The locks must pack with their heads on either side of the hooker.

Exception: A team must have fewer than eight players in its scrum when the team cannot field eight suitably trained players in its scrum due to either the team not fielding a complete team, or a forward player being sent off or temporarily suspended for foul play, or a forward player leaving the field because of injury.

Even allowing for this exception, each team must always have at least five players in a scrum.

If a team is incomplete and it cannot field eight suitably trained players in its scrum, the scrum formation must be as follows:

If a team is without one forward player, then both teams must use a 3-4 formation (i.e. no No.8).

If a team is without two forward players, then both teams must use a 3-2-1 formation (i.e. no flankers).

If a team is without three forward players, then both teams must use a 3-2 formation (i.e. only front rows and locks).

Scrum Half Following the Ball

Unless determined by the team representatives and match officials prior to kick off prior to the kick off the scrum half shall be permitted to follow the ball as per the laws.

Lineouts

There are to be no quick line outs. All other application of the laws shall prevail.

Penalties

Unless determined by the team representatives and match officials prior to kick off "quick tap" penalties will be permitted.

Unless determined by team representatives and match officials prior to kick off no penalties shall be kicked for goal.

Drop Goals

Unless determined by team representatives and match officials prior to kick off there shall be no drop kicks for goal attempted. Any attempted drop goal will be treated as a kick in general play and the laws will apply.

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