



## **OPERATIONS MANUAL APPENDIXES**

**JULY 1<sup>ST</sup> & 2<sup>ND</sup>, 2017**  
**Nor' Westers Athletic Association**  
**Ivor Dent Sports Park**  
**Edmonton, Alberta**

**Hosted by:**



**Supported by:**



## Appendix I: ARC Acceptance Form:

Executed as a deed by:  
**PARTICIPATING TEAM**

<hr/>	
Participating Team Name	
<hr/>	
Team Manager	Witness
<hr/>	<hr/>
Print Name	Print Name
<hr/>	<hr/>
Date	Date

Executed as a Deed by  
**Alberta Regional Competition**

<hr/>	<hr/>
Commissioner's Signature	Date
<hr/>	
Print Name	



## Laws

The Tournament will be conducted under the *IRB Laws of the Game* with specific reference to the *Under 19 Variations*.

- **GAME TIMES**

All games = 2 x 20 minute halves with a 5 minute half time.

- **SIN BIN**

Times served for yellow card suspensions shall be as per the *Laws of the Game* (10 minutes).

- **TIED GAMES**

A tied game shall remain as a tie. No extra time will be played.

- **POINTS AWARDED**

Points will be awarded as follows.

- ✓ **4 points** for a win.
- ✓ **2 points** for a draw.
- ✓ **1 "bonus" point** for scoring 4 tries (or more).
- ✓ **1 "bonus" point** for losing by 7 points (or fewer).
- ✓ No team can receive more than 5 points in a match.

If, at the completion of the pool phase, two or more teams are level on match points, then the following criteria shall be used in the following order until one of the teams can be determined as the higher ranked:

- (i) The winner of the match in which the two tied teams have played each other shall be the higher ranked;
- (ii) The team, which has the best difference between points, scored for and points scored against in all its Pool Matches shall be the higher ranked;
- (iii) The team, which has the best difference between tries, scored for and tries scored against in all its pool matches shall be the higher ranked;
- (iv) The team, which has scored most points in all its pool matches, shall be the higher ranked;
- (v) The team which has scored most tries in all its pool matches shall be the higher ranked; and
- (vi) If none of the above produces a result, then it will be resolved with a toss of a coin.



## **Finals**

For the finals, if teams are tied at full time, then the winner shall be determined through the following sequential criteria;

### **GAME TIME**

All finals = 2 x 20 minute halves with a 5 minute half time.

(i) Sudden Death / Extra Time – following an interval of 5 minutes, extra time of 10 minutes each way (with an interval of 5 minutes) shall be played. During the extra time periods, the first Team to score any points (a try, a successful penalty kick or a drop goal) shall be declared the winner. A coin toss will take place to determine which team kicks off.

(ii) Kicking competition – if, after the extra time periods, no winner can be declared, a kicking competition will be organized between the two teams. The winner of that competition shall be declared the winner of the Match.

The kicking competition shall take place as follows:

(i) All players and match officials will remain on the playing enclosure. The referee will call the captains of the two teams to the center of the pitch and will conduct a coin toss. The winner of the coin toss then may either choose which team kicks first (in which case the loser chooses the end at which all kicks will be taken) or choose the end at which all kicks will be taken (in which case the loser chooses which team kicks first).

(ii) Each team captain must nominate 5 Players to participate in the kicking competition. Only the 5 Players nominated by the captain's and present on the playing enclosure at the time of the completion of the extra time may take part in the kicking competition. No injured, substituted or dismissed player may take part at any time. The order in which the player kick does not have to be pre-determined.

(iii) The match officials and team members will assemble on the halfway line. Team members must remain behind the halfway line in the side of the playing area not used for the kicking competition. No one except the referee, two assistant referee and two ball boys is allowed in the part of the playing area being used for the competition.

(iv) The five players from each team will place kick from three different points, all on the 22-metre line, as follows:

First point: directly in front of the posts, Second point: on the 15 metre line on the left hand side facing the posts, Third point: on the 15 metre line on the right hand side facing the posts

(v) The referee will start the competition by calling the first player selected from the Team kicking first to the first kicking point. Once the Player has taken the kick, the referee calls a player from the opposing team to kick from the same point.



(vi) The next two players (one from each team) will kick from the second point in turn. This will continue until all five Players from each Team have kicked (the next players kicking respectively from the third point, first area and finally the second point), or until one team is unable to equal the score of the other team within the remaining number of kicks.

(vii) If there are an equal number of successful kicks once each team has completed its five kicks, the competition continues on a “sudden death” basis, following the same order of kickers used in the first five kicks.

(viii) The competition will continue two kicks at a time (one from each side), going progressively through the three kicking areas stated above (and repeating the process if necessary) until one Player succeeds with a kick and the player from the other side taking the same kick misses it. Once this occurs, the team of the player who succeeded with the kick will be declared the winner. The same 5 players in rotation shall take each of these additional kicks.

Throughout the kicking competition:

(i) Once a player has been handed the ball by the referee on the kicking point, he must take the kick within one minute. Should he take longer, the referee shall declare the kick void and therefore a miss.

(ii) After each kick, the referee records the number of the player and whether or not the attempt was successful. The Match Commissioner will record the same details on the official Match report.

(iii) Once a player has completed his kick, he shall return to stand with his team behind the halfway line in the side of the playing area not used.

## Team Sheet

<b>MATCH:</b>	<b>V</b>	
<b>DATE:</b>	<b>VENUE:</b>	
<b>JERSEY NUMBER</b>	<b>FAMILY NAME</b>	<b>FIRST NAME</b>
<b>1. LOOSE HEAD *</b>		
<b>2. HOOKER *</b>		
<b>3. TIGHT HEAD *</b>		
<b>4. LOCK</b>		
<b>5. LOCK</b>		
<b>6. FLANKER</b>		
<b>7. FLANKER</b>		
<b>8. No 8</b>		
<b>9. SCRUM HALF</b>		
<b>10. OUTSIDE HALF</b>		
<b>11. WING</b>		
<b>12. CENTRE</b>		
<b>13. CENTRE</b>		
<b>14. WING</b>		
<b>15. FULLBACK</b>		
<b>16. RESERVE PROP *</b>		
<b>17. RESERVE HOOKER *</b>		
<b>18. RESERVE PROP *</b>		
<b>19. RESERVE</b>		
<b>20. RESERVE</b>		
<b>21. RESERVE</b>		
<b>22. RESERVE</b>		
<b>23. RESERVE</b>		
<b>24. RESERVE</b>		
<b>IDENTIFY 6 PLAYERS (*) WHO ARE SUITABLY TRAINED TO PLAY IN THE FRONT ROW</b>		



**TEAM MANAGER'S SIGNATURE:**

## Playing Field



### **Technical Zones**

Two Technical Zones shall be provided within the playing enclosure on the same side of the pitch, each one on either side of the halfway line and outside the field-of-play. These Technical Zones must be marked on the ground.

- a. The line nearest the touchline must be parallel to the touchline.
- b. The Technical Zones commence a minimum five meters and a maximum of ten meters from the halfway line. The Technical Zones must not exceed ten meters in length and three meters in width and must not be less than two meters from the touch line (see attached schematic).
- c. Wherever practically possible the zones should be behind advertising hoardings with easy access to the field of play.

### **Personnel permitted in the Technical Zone**

- a. No more than two medically trained personnel (certified doctors or physiotherapists only) and two water carriers (who may not be the head coach but may be assistant coaches), a total of four per team are permitted to operate from the Technical Zones.
- b. No other person (or player) is permitted in the Technical Zones.
- c. One of the medically trained personnel permitted to operate from the Technical Zone, as listed in (a) above, may be positioned on the far side of the playing area on the touch line opposite the Technical Zone, and may move along the touch line.
- d. The second medically trained person permitted to operate from the Technical Zone as listed in (a) above may be positioned on the near side of the playing area on the touchline, and may move along the touchline. The two medically trained personnel may not be together on one touchline.
- e. Where practically possible the medical personnel must stay outside the advertising hoardings. The medical personnel may keep up with play, but must pay due regard to the needs and rights of players, Match Officials, spectators, broadcasters and commercial partners.
- f. The medical personnel may enter the field of play in accordance with Law at any time a player is injured. They must not obstruct, interfere or aim



comments at Match Officials.

### **3 Roles of Personnel in the Technical Zone**

- a. Water may only be taken on to the field during stoppages in play for injuries in the playing area, and when a try has been scored.
- b. The two water carriers are not permitted in the playing area during penalty kicks at goal.
- c. The water carriers must remain in the Technical Zone at all times unless they enter the playing area to provide water, or when ONE enters to provide a kicking tee to a kicker at a penalty kick. Water carriers must not obstruct, interfere or aim comments at Match Officials.
- d. Players may come to the touchline adjacent to the Technical Zone to receive water.
- e. Water bottles must not be thrown on to the field of play.

### **4 Management of the Technical Zone**

- a. All personnel permitted in the Technical Zones must have some distinguishing mark e.g. arm bands/vests.
- b. The Number 4 and 5 Officials will manage the Technical Zones. If there is a transgression of the protocol, the matter will be reported to the Match Referee.
- c. The Match Referee may caution any offender or at his discretion expel the person(s) from the playing enclosure for any breach of the protocol.
- d. Any breach of the protocol may be reported to the Designated Disciplinary Official who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to IRB Regulation 17.21 against the Union(s) and/or person(s) concerned.
- e. Should any person be expelled from the playing enclosure for a breach of the protocol they must be reported by the Match Referee to the Designated Disciplinary Official, who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to IRB Regulation 17.21 against the Union(s) and/or person(s) concerned.

## **5 Personnel outside of the Technical Zone**

- a. The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure.
- b. If replacements require to warm-up and there is not an area outside the playing enclosure, they may warm-up in the opposition in-goal area but must not use balls or any other rugby equipment in their warm-up. Balls and hit shields may be used where there is a designated warm-up area away from the in-goal area. All other equipment for the purposes of warm-up must only be used outside the playing enclosure or another designated area away from the playing enclosure. The playing enclosure is defined as per the Definitions Section of Law I (The Ground).

## **6 Players temporarily suspended**

- a. When a player has been temporarily suspended (sin binned) that player is to be situated in the designated sin bin area, which must not be in the Technical Zone and must remain there for the duration of the Temporary Suspension with the exception of 6.c.
- b. The player may be given water and the provision of warm clothing. If halftime occurs during the sin bin period, the player may go to his team's changing room but must return directly to the sin bin for the remaining time of his suspension when the second half resumes.
- c. A one-minute warm-up period is permitted prior to the temporarily suspended player returning to the field of play.