

SCYR - 2011 PLAYOFFS - POLICIES & PROCEDURES

1. IRB LAWS, SCYR VARIATIONS, AND SCYR P&P'S ARE IN EFFECT, INCLUDING:

(a) Match reports - All teams must submit a completed Match Report to the referee before the match. This match report MUST be produced from the SCYR CMS: <http://www.adeptsoft.com> which includes each player's name, jersey number, and CIPP number. Handwritten match reports are NOT acceptable.

(b) Fields - must be regulation size (90-100m x 60-70m for U19, U16 & BU14; 90-100 x 50-60 for U12, 60/70 x 40/50 for GU14) with proper markings (including 5-meter and 15-meter lines) and ropes on both sides at least three yards off the touchlines. (If for some reason only one side is roped, both teams/spectators/etc will be on that same side. Otherwise, opposing teams on opposite sides.)

(c) No one (coaches, substitutes, waterboys, trainers) is allowed in front of the ropes except for the Referee, Assistant Referees, and active players.

(d) Only **two** coaches are permitted from each team. Both must have their SCYR Coaching Credential displayed at all times.

(e) Referees - home team is responsible for paying the referee fee -- in advance of the match. Fees are U19 \$50, U16 \$40, U14 \$30, U12 \$25.

(f) Match duration - U19, 2 x 35 min; U16, 2 x 30 min; BU14, 2 x 25 min; U12, 2 x 20 min; GU16, 2 x 15 min; GU14, 2 x 12 min.

(g) Uniforms - all players must have a jersey with a number on the back that matches their number on the Match Report (though this number does not have to match their position on the field). All players must wear proper rugby shorts -- not baggy, basketball or gym shorts. No markings or paint on the face.

(h) Equipment - mouthguards are mandatory for every player at all times during the match. Referees are advised to include a mouthguard check in their pre-game inspection of boots.

2. MANDATORY PHOTO/I.D. CHECK

Prior to each playoff match, representatives of each team will (a) be provided a copy of the opposing team's match report, and (b) match each player with their corresponding picture on page 3 of the match report. (Teams are advised to take care of this in advance so that kickoffs commence on time.) **NO PLAYER SHALL PLAY IN A MATCH WHO (A) IS NOT ON THE MATCH REPORT; OR (B) HAS "No ID" OR "ID Unverified" NEXT TO HIS/HER NAME.** We all know what this means so please comply. There is no grace period for playoffs (e.g. "we'll get it to you on Tuesday").

For U12 only: representatives of each team will have access to the other team's proof of age (photo i.d.s + birth certs OR passport, etc.), and match each player on the opposing team's match report roster with a corresponding I.D. **NO PLAYER SHALL PLAY IN A MATCH WHO DOES NOT PROVIDE SATISFACTORY PROOF OF AGE.**

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3. ROSTER SIZE

(a) Maximum on any roster is 22 players (with 5 front row players -- 3 starters, 2 replacements) or 23 (with 6 front row players -- 3 starters, 3 replacements), with the exception of GU16 which is 17 and GU14 which is 12. Maximum number of substitutes is 7 for U19 & U16 & BU14, 10 for U12, 5 for GU14.

(b) For BU14 & U12 only, each team can substitute up to two front row players (or three if they have three suitably-trained front row replacements) and up to five other players (for a total of seven or eight) PER HALF. (I.E., In either half, once a player is replaced he cannot return that half; and a player who was replaced in the first half MAY play again in the second half.)

(c) Each team must start the match with the required number of players: U19, BU16, and U14 will play 15-a-side (no 12-a-side at BU16/U14 -- must have 15 eligible players or else forfeit). U12 will play 12-a-side. GU16 will play 10-a-side. GU14 will play 7-a-side.

4. EXTRA TIME PROCEDURE

In the event of a tie at the end of regulation time:

(a) 5-minute break in which the referee will perform a second coin-toss to determine kickoff/direction.

(b) Play shall resume for two 10-minute (U19 & BU16) or 5-minute (U14 & U12 & GU16) periods of extra time, with a 5-minute break in between (after which the teams will switch sides). At the end of these two periods, the team with the highest score shall be declared the winner. If the match is still tied:

(c) Five players from each team are named to take kicks on goal (drop goals or kicks from a tee) from the center of the 22-meter line. Winner of a coin-toss chooses who goes first. If the scores are level after five players from each team have kicked (alternating teams), the kicks continue with each team naming an additional player to kick. If thereafter, at any time after one player has kicked for each team, one team has more goals than the other that team is declared the winner.