



RULES & REGULATIONS

Coaches must report to the tournament tent upon arrival at the site where their team is playing. At that time the organizing committee will verify that your entry package (ie entry form, certificate of insurance and entry fee) is complete. Once the entry is verified as being complete, each team entering the tournament will receive a game ball courtesy of Barbarian Rugby Wear. The team designated as the home team on the draw sheet and schedule will provide this ball to the referee for use as the game ball for the match. Teams are responsible for their own game ball. Additional game balls will not be provided by the tournament organizers.

Schools may bring up to 30 student-athletes to the tournament but a maximum of 25 medals will be presented to the champions and runners-up. Character Players will be nominated by their coach(es) and will receive a jersey courtesy of Barbarian Rugby Wear. The Character Player award will be presented to the winning player from each team after one of your games.

The laws of the iRB shall govern play at the Barbarian Cup.

SUBSTITUTIONS

A game-sheet will be provided to each team by a student volunteer prior to the start of the game. Coaches must verify the names on the game-sheet before the start of the game and verify scorers and the score by signing the sheet at the completion of the game.

A team may substitute up to 10 replacements per game.

Teams having 19 or more student-athletes on their team entry form must have 5 suitably trained front row players and at least 3 suitably trained locks. If a team has 22 or more student-athletes on their team entry form, the number of suitably trained replacements increases to 6 front row and 3 locks.

A student-athlete receiving a red card may not be replaced except under exception 2. Players receiving a red card may not play in another game during the Barbarian Cup and will be referred to their local athletic association.

A student-athlete receiving a yellow card will be temporarily suspended for 5 minutes of playing time on day one and 7 minutes of playing time on day two.

If a student-athlete leaves the field to have bleeding controlled or an open wound covered, that player may be temporarily replaced and return to the match with the referee's permission. If the player can not return within 15 minutes of running time, the replacement becomes permanent.

A team can substitute for any reason, up to 3 front row players and up to 7 other players.

Exception 1: a substituted player may return to play to replace a player that is bleeding or has an open wound.

Exception 2: a substituted player may return to play to replace a front row player when injured, temporarily suspended or sent off and there is no other properly trained front row player available for substitution. If a front row player is sent off for any of the reasons outlined above and no player on the field or eligible substitute is trained to play the front row, the captain will choose a player on the field to leave the game and a previously substituted player that is trained to play front row may return.

DURATION OF GAMES

The maximum number of minutes allowable per day for junior rugby players is 90 minutes.

In the event that there are 3 teams in a pool and fewer than 10 teams in the draw, all games in that draw will consist of 20-minute halves with a 2-minute interval between halves. When there are 4 teams in a pool, day one of the Barbarian Cup will consist of 15-minute halves with a 2-minute interval between halves.

On day two of the tournament, games will consist of 20-minute halves with a 2-minute interval at the half.

Teams must be ready to play 15 minutes before their scheduled game time. Games will start on schedule. If for some reason games begin to run behind schedule, the referee will wait 5 minutes after the completion of the previous game for the teams involved in the next game to warm-up on the field. Teams not ready to play at the scheduled start time for their game will forfeit the game with a score of 7 – 0.

TIE BREAKERS

Pool Play and Semi-final Tie Breakers:

There can be no ties in the tournament. During pool play, a game that ends regulation time will go directly to kicks to decide the game. Each team will choose one, two or three kickers from the players on the field at the end of regulation time to kick for goal. Any one of the three players chosen can take a kick at any time. Kicks shall be made in the following sequence from the 22 metre line:

- i) centre field
- ii) left side at the intersection of the 15 metre line and the 22 metre line
- iii) right side at the intersection of the 15 metre line and the 22 metre line

For the first round, kicks will alternate between the teams with kicks occurring from all three spots. If no winner is decided in the first round, all subsequent kicks are sudden victory following the kick sequence defined above until a winner is determined.

Advancement & Wild Card Tie Breakers:

To determine advancement and wild card entries to the championship rounds, the following tie breakers will be used:

- i) head-to-head
- ii) fewest points against
- iii) greater differential in points between tied teams
- iv) greatest differential in points in pool play
- v) a coin toss

In the event that a wild card is given entry to the championship rounds (ie there is an odd number of pools), the wild card team cannot play a team from their pool in the semi-final.

Championship Game Tie Breakers:

If the championship game ends regulation time in a tie, two 5-minute overtime halves will be played with 10 players aside. The 10 players must be chosen from the players on the field at the end of regulation time. If a tie still exists at the end of overtime, the kicking format outlined in “pool play and semi-final tie breakers” will be used to decide the game.

CLOTHING & EQUIPMENT

Student-athletes are expected to wear mouth guards at all times. Referees will check mouth guards prior to the start of the game and will ensure that all footwear, clothing and equipment (eg knee braces) comply with the iRB laws of the game.

No metal, rubber, plastic or cloth jewelry can be worn during the game. A player may not wear a single stud at the toe of the boot. Moulded rubber multi-studded soles are acceptable provided they have no sharp edges.

DISCIPLINE & DISPUTES

Any student-athlete suspended from play by a red card from the referee may not return to play from the remainder of the Barbarian Cup and will be referred to their local athletic association.

A student-athlete receiving a yellow card will be temporarily suspended for 5 minutes of playing time on day one and 7 minutes of playing time on day two.

A Jury of Appeal will deal with any discipline issues or disputes that arise during the Barbarian Cup. The Jury of Appeal will be composed of three members of the organizing committee that are not coaching in the draw in which an appealing team is playing.

A dispute must be submitted in writing to a member of the Organizing Committee together with a \$25 fee, refundable if the dispute is upheld) within 30 minutes of the conclusion of the game in which the incident under dispute occurred. Decisions of the Jury of Appeal are final.

The referee is the sole judge of fact and law on the field. The Jury of Appeal will not accept appeals of judgment calls made by the referee or their assistants during play.

OFFICIALS & THERAPISTS

Referees will be appointed by the Barbarian Cup Organizing Committee. Teams are expected to provide a touch judge for all games except the championship game where assistant referees will be provided.

Athletic therapists will be at the tournament while all games are being played. Therapists will provide assessment and first aid treatment for players. Therapists will also provide taping before a game but teams must supply their own tape.

Referees in consultation with the athletic therapists have the final say on whether an injured player will be allowed to continue to play.