

Rugby

I. RULES

- A.** The tournament is organized under the auspices of the IASAS Board. All matches shall be played according to the laws of the game with 10-A-Side variations as framed by the IRB (International Rugby Board)

For safety reasons, the schoolboy 1.5 meter limit to pushing in the scrum must be consistently applied.

IRB U19 Variation: The scrum-half not throwing the ball into the scrum must not move beyond the middle line of the scrum until the ball has emerged from the scrum or an opponent has placed his hands on the ball. In the event of a strike against the head, the scrum-half who has thrown the ball into the scrum is similarly restricted in not following the ball. (PENALTY: Penalty Kick)

B. Rule Book:

IRFB. Laws of Rugby Football (latest edition).

- C.** Official Ball that should be used is the Gilbert Revolution X.

D. Ground Rules:

The tournament will be governed by ground rules as instituted by the host school. Coaches will remain on their own half of the field, in front of their own bench throughout each game.

E. Tens Rules:

- Time length – 15-minute halves, including the finals with a 5-minute half time.
- 5 players in the scrum at all times.
- No pick up from the scrum by the 2nd row.
- It should be noted that IASAS follows IRB Law 19 with regards to the lineout [www.irblaws.com/EN/laws/5/19/section/law/]
- 2nd rows can only bind with the props and hookers in the usual manner (not on the side of the props)

F. Rugby Rules – Under 19 Variations

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

Penalty: 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 and the same team puts in the ball.

- G.** Kick Off - follows International 7-a-side rule: Any infringement at the kickoff by the kicking side results in a free kick to the non-offending side at the middle of the halfway line.

II. ROSTERS

Rosters (up to 16 boys) must be submitted two weeks prior to the tournament and include the following information:

- A.** Name;
- B.** Grade;
- C.** Passport nationality;
- D.** Birth date;
- E.** Uniform number (both light and dark);
- F.** Housing preferences.

III. ENTRIES

Not Applicable

IV. SUBSTITUTION

- A.** Free substitution at any time providing the referee signals his/her consent.
- B.** No substitution will be allowed for a player who is sent off during the course of the game.

V. FACILITIES

One field is required, which must be on the high school campus with some spectator seating.

VI. UNIFORMS

- A. Each player must wear protective mouth guards.
- B. Each player must have both a light and dark colored jersey with numbers on the back. Shirt Numbers: All players are to wear an individual identifying number on the **back** of the shirt not less than 16cm in height. Alternatively, a number can be worn on both sleeves, not less than 8 cm in height.
- C. Players not properly attired will be asked to leave the field; they can be replaced by a substitute.

VII. OFFICIALS

- A. The number and source of officials is to be determined by the host school. Whenever possible, the host school should utilize host country international sporting organizations to officiate the tournament. All these officials shall be **adult certified IRB officials**. (04/16)
- B. A timekeeper will be appointed for all matches and will time all games from the touchline. Each game will last fifteen minutes each half, with a five-minute interval between halves. The referee is the sole judge of the end of the period of play.
- C. If a player is injured during play, the referee will signal the timekeeper to inform him that the game has been stopped. The clock will then be stopped until play is resumed. This will ensure that the full 15 minutes is played in each half of all rounds. If the referee does not signal to stop the clock because he is dealing with an exceptional circumstance (e.g. an injury or disciplining players), the timekeeper has the right to stop the clock. The clock is restarted by the referee's whistle. At the end of the designated time, the timekeeper will signal that time has elapsed and the referee will then end the game at the end of that period of open play. It should be stressed that the timekeeper's signal is for the official, not for the players. The referee will be the final adjudicator of any additional time.
- D. Players to be substituted must report to the 4th official.

VIII. RULE EXCEPTIONS

- A. Games will be played in accordance with the Laws of Rugby Football. However, contrary to Law 13(2)(e) "kick at goal after try" contained herein, players of the opposing team need not retire behind the goal line. Opposing players electing not to be behind the goal line should position themselves at the half way line and at a good distance from the kicker. At no time should players leave the field of play without first obtaining the approval of the referee.
- B. The team that has scored a try kicks off to restart the game.
- C. **Yellow Card**
A yellow card is a warning for a player and will result in a 2-minute temporary suspension. Any further infringement of the same nature by the player will be indicated by a 'red card'. It is possible for a player to receive two yellow cards in the same game for different offences. Any player receiving two yellow cards in the same game will be sent off the field of play. Any player who is shown two yellow cards during the tournament will automatically be suspended for the next game. All yellow cards given to a player are wiped out after the fourth round matches.
- D. **Red Card**
 - 1. Players given a straight red card will be evicted for that game and also miss the next game. No substitutes will be allowed for the penalized players in the game from which they are evicted. If a player is shown a straight red card he will be ineligible for all tournament selection.
 - 2. If a front row player is shown a red card, a substitute from the bench may come in for that player. Another player must then come off, leaving the team to play with 9 players.
 - 3. If the player has his coach's consent, he has the right to appeal to the Tournament Director. The appeal will be made personally by the student concerned accompanied by the Trip Administrator.

IX. TIE BREAKER FOR LEAGUE STANDINGS

A. Head to Head (Definition of Head to Head can be found in Section M of Convention Organization.)

If two teams are tied, go to C. If more than two teams are tied go to B.

B. Exclusive Points Differential (Points differential is the sum of the points scored minus the sum of the points conceded)

Placing will be decided by the point's differential in the games exclusively involving the tied teams. The teams are then ranked by differential. If still a three way tie go to C; if a two way tie go back to A.

C. Number of Tries

If the teams are still tied for a position in the league table, the placing will be decided by which team has scored the most tries in the games between the tied teams (05/00). If the tied teams have scored an equal number of tries, then the placing will be decided by which team has scored the most points in the games between the tied teams.

D. Expanded Points Differential

Placing will be decided by the point's differential in matches exclusively involving the tied teams and the highest placed team in the league standings not involved in the tie.

E. Total Points Differential: Add the total points scored for and the total points scored against each of the tied teams in all their games and then determine the difference in the two totals. The team with the highest difference is the winner.

F. Kick at Goal

1. Begin with three players per team
2. Players can choose to kick from any point on the 22-meter line.
3. If the number of conversions is still the same for both teams after 3 kickers, go to: Sudden death with a new kicker for each attempt.

X. TIE BREAKER FOR CHAMPIONSHIP GAME

In the event of a tie, the teams will change ends and play for further periods of 5 minutes, or until the first team scores. Ends to be changed immediately – no drinks or officials on the field.

XI. PROTEST

All disputes, queries or objections must be brought to the Tournament Director, whose subsequent ruling must be final.

(This should be done as soon as practical after the occurrence).

XII. TOURNAMENT SCORING

A. 3 points for a win

B. 1 point for a draw

C. 0 points for a loss

XIII. AWARDS

A. Championship Team:

- 1 IASAS Traveling Plaque
- 2 IASAS Championship Plaque
- 3 Team Members-Champion Chevrons (17)
- 4 Team Members – Gold Medals (17)

B. Runner-up:

- 1 Team Members-Runner-up Chevrons (17)
- 2 Team Members – Silver Medals (17)

C. Third Place:

Team Members – Bronze Medals (17)

D. All-Tournament:

The 15 All-tournament selectees will receive All-tournament chevrons.

- | | |
|-----------------------|-----------|
| 1 st Place | 4 players |
| 2 nd Place | 3 players |
| 3 rd Place | 3 players |
| 4 th Place | 2 players |
| 5 th Place | 2 players |
| 6 th Place | 2 player |

Any player receiving a straight red card is automatically excluded from All-tournament selection. Coaches have the right to veto All-tournament selection for any member of their own team. Coaches can recommend to the Tournament Director that a player from another team be excluded, provided they are prepared to present their case to the coach of the player concerned. The final right of veto for all players remains with the Tournament Director.

Touch Football – Girls

I. RULES

- A. The tournament is organized under the auspices of the IASAS Board and will be played in accordance with the Federation of International Touch.

B. Rule Book:

Official FIT Rule Book (Federation International Touch).

- C. The official ball is the Steeden ball.

D. Ground Rules:

The tournament will be governed by ground rules as instituted by the host school.

- E. The tournament is open to all IASAS schools.

- F. A tournament director may wish to position both teams on the same side of the field. Coaches must remain in their own half of the field.

II. ROSTERS

Rosters up to 12 girls must be submitted two weeks prior to the tournament and include the following information:

- A. Name;
- B. Grade;
- C. Passport nationality;
- D. Birth date;
- E. Uniform number (both light and dark);
- F. Housing preferences.

III. ENTRIES

Not Applicable

IV. SUBSTITUTION

- A. Free substitution in accordance with interchange procedure.
- B. No substitution will be allowed for a player who is sent off during the course of the game.

V. FACILITIES

One field is required, which must be on the high school campus with some spectator seating.

VI. UNIFORMS

- A. Each player must have both a light and dark colored jersey that has numbers on both sides.
- B. Players not properly attired will be asked to leave the field; they can be replaced by a substitute.

VII. OFFICIALS

- A. The number and source of officials is to be determined by the host school. Whenever possible, the host school should utilize host country international sporting organizations to officiate the tournament. Each school can be requested to bring an official if they are not available locally. All three officials shall be adults.
- B. A timekeeper will be appointed for all matches and will time all games from the touchline. All games will last 15 minutes each half, with a 5-minute interval between halves. The referee will be the sole judge of the end of period of play.

VIII. RULE EXCEPTIONS

Except where otherwise indicated, the playing rules and regulations governing the tournament will be those of the Federation of International Touch.

Exceptions to the rules are:

- A.** All games will last 15 minutes each half with a 5-minute interval between halves.
- B.** The size of the field may vary according to the host school's field arrangement. (Standard field is 50m wide x 70m long).
- C.** Uniform jerseys must have numbers on the front and back.
- D.** If a player is injured during play, the referee will signal the timekeeper to inform him that the game has been stopped. The clock will then be stopped until play resumes. This will ensure that the full 15 minutes is played. If the referee does not signal to stop the clock because he is dealing with an exceptional circumstance (e.g. an injury of disciplining a player), the timekeeper has the right to stop the clock. The clock is restarted by the referee's whistle. At the end of the designated time, the timekeeper will signal that time has lapsed; the referee will then end the game at the end of that period of open play. It should be stressed that the timekeeper's signal is for the official, not for the players. The referee does not add on injury time, that is the job of the timekeeper.
- E.** Players sent off the field of play will be automatically banned from participating in the tournament. If the player has her coach's consent, she has the right to appeal to the Tournament Director. The student concerned should make the appeal personally, accompanied by the trip Administrator.

Regardless of any appeal, all players sent off; must not participate further in the game from which they were dismissed and may not be replaced by another player during that game; must not participate in her team's next scheduled game, however she may be replaced by another player.

IX. TIE BREAKER FOR LEAGUE STANDINGS

A. Head to Head

(Definition of Head to Head can be found in Section L of Convention Organization.)

If two teams are tied, go to C. If more than two teams are tied go to B.

B. Exclusive Try Differential (Try differential is the sum of the tries scored and subtract the sum of the tries conceded)

Placing will be decided by the try differential in the games exclusively involving the tied teams. The teams are then ranked by differential. If still a three way tie go to C; if a two way tie go back to A.

C. Expanded Try Differential

Placing will be decided by the try differential in matches exclusively involving the tied teams and the highest placed team in the league standings not involved in the tie.

D. Full Try Differential

Placing will be decided by the try differential in all matches. Teams are then ranked by this differential.

E. Sudden Death Drop Off Game

Each team will start with five players on the field. Initial possession will be determined with a coin toss. Drop off rules according to F.I.T. will apply. In the event of a 3-way tie lots will be drawn to determine match order.

X.TIE BREAKER FOR CHAMPIONSHIP GAME

The tiebreaker in the championship game will be "drop-off" as stated in the rulebook.

XI. PROTEST

All disputes, queries or objections must be brought to the Tournament Director, whose subsequent ruling must be final. (This should be done as soon as practical after the occurrence).

XII. TOURNAMENT SCORING

- A.** 3 points for a win
- B.** 1 point for a draw
- C.** 0 points for a loss

XIII. AWARDS

A. Championship Team:

- 1 Tournament Trophy
- 2 Team Members-Champion Chevrons (14)
- 3 Team Members – Gold Medals (14)

B. Runner-up:

- 1 Team Members-Runner-up Chevrons (14)
- 2 Team Members – Silver Medals (14)

C. Third Place:

- 1 Team Members – Bronze Medals (14)

D. All-Tournament:

The 12 All-tournament selectees will receive All-tournament chevrons.

- | | |
|-----------------------|-----------|
| 1 st Place | 4 players |
| 2 nd Place | 3 players |
| 3 rd Place | 2 players |
| 4 th Place | 1 player |
| 5 th Place | 1 player |
| 6 th Place | 1 player |

Any player sent-off is automatically excluded from All-tournament selection for any members of their own team. Coaches can recommend to the Tournament Director that a player from another team be excluded, provided they are prepared to present their case to the coach of the player concerned. The final right of veto for all players remains with the Tournament Director.