



Hong Kong Rugby Union
Referee Match Information
2020/21 Season

Appointments

Appointments will be done based on referee's availability and ability. Referees must update their availability on assignr to be considered for appointments.

If they cannot fulfill the appointed game, they must decline it via assignr. A reason must be provided in this case.

Kit

Referee must wear the sponsored kit that has been provided to and from all games and to training sessions. On field kit is the Orange or Lime Green Tanner de Witt sponsored jersey, Black Kerry Hotel sponsored shorts and black Kukri socks. At no point should any other kit be worn during a non-Premiership match.

When referees are appointed by the HKRU/HKRRS to overseas fixtures, they may wear this sponsored kit if appropriate. If they are refereeing matches that were not appointed by the HKRU/HKRRS, they must wear alternative kit.

15s Match Duration (unless otherwise stated)

Men's Premiership	40 – 5 – 40	
Women's Premiership	40 – 5 – 40	Running Time
Prem A	35 – 5 – 35	Running Time
Championship & Champ A	35 – 5 – 35	Running Time
National and Community Leagues	35 – 5 – 35	Running Time
Boys U18/19 & A Grade	35 – 5 – 35	Running Time
Boys U16 & B Grade	30 – 5 – 30	Running Time
Boys U14 & C Grade	25 – 5 – 25	Running Time
Boys U13 Div1	20 – 5 – 20	Running Time
Boys U13 Div2	18 minutes straight	Running Time
Girls U19	30 – 5 – 30	Running Time
Girls U16	25 – 5 – 25	Running Time
Girls U14	25 – 5 – 25	Running Time

If a team is not ready to kick off within 15 minutes after scheduled kick off time, they will forfeit the match. Games must not run over time, so referees must start their watches at the scheduled kick off time if teams are late. Please remind coaches of this.

Where a match is played with running time, the only circumstances in which the clock should be stopped is if there is a serious injury which requires a long stoppage in play. In all situations, the match must end before the kick off time of the next match, or the pitch booking has ended.

If an Adult game needs to be called off early for any reason, the result will stand if more than 50 minutes have been played. If less than 50 minutes have been played, the match will need to be rescheduled.

If a Youth game needs to be called off early for any reason, the result will stand if half of the match or more has been played. If less than half has been played, the match will need to be rescheduled.

Touch Judges

Teams are required to provide 1 person to act as a Touch Judge when an Assistant Referee has not been appointed.

Touch Judges are able to signal when the ball has gone into touch and kicks at goal are successful. Other than these two roles, the club touch judge cannot assist the referee in any other way. The referee must carry flags and ensure that two Touch Judges are carrying out their duties for the entire match.

Scrum

Referees must conduct a pre match scrum safety check.

Teams that are unable to field a contestable scrum at the start or during the game can choose to play with uncontested scrums. However, that team needs to reduce to 14 players. Uncontested scrums must be played with 8 players per side.

Exception: Community League 3 will play with uncontested scrums (until further notice) and Women's NL2 teams can choose to play with uncontested scrums and continue with 15 players.

Score/Game Report (Senior League and Colts League)

Referees shall keep score and communicate the final score to the two teams at the end of the game. For competition XVs matches, the referee must submit the result via the assignr Game Report within 24 hours of the completion of game – please also include the number of tries each team scored. This is used as the official record for scores in all competitions. If this is not done, the referee will not receive an allowance for the match.

Drawn Matches

If there is a draw in any knockout competition, following an interval of five minutes, extra time of 10 minutes each way (with an interval of 5 minutes) shall be played. The first period of extra time shall start with a kick off from the team that started the match and the second period shall start with a kick off from the team that received the kick off. "Golden Points" will apply – the first team to score any points wins, and the game finishes.

If after extra time there is still a draw then the team having scored the most tries during the Match will be declared the winner. If the Match is still drawn then the team that scored the first try will be declared the winner. If no tries were scored then the team with the higher positive points difference played between the

two teams in the League shall be declared the winner. If the teams have the same differential, then the winner will be decided by way of a coin toss between captains.

Yellow and Red Cards

Duration of Sin Bin:

10 minutes of game time – except:

U13 – 5 minutes of game time

U14 – 7 minutes of game time

Referees must submit Card report(s) on the HKRU website - (<https://www.hkrugby.com/forms/card-report>). The referee must record and complete the information required on the form for the judicial process. The full name of the player, their club and team, plus a description of what happened are all essential to completing the form. If these are not done correctly, you will be asked to redo them. These reports must be submitted within 24 hours after the completion of the game. If this is not done, the referee will not receive an allowance for this match.

If you issue a Red Card, please contact the Duty Referee after your game.

The password for the Card report form is **refhkru**.

Numbers and Substitutions

Men's and Women's Premiership use World Rugby substitution law. Prem A is played with 10 interchanges. All other levels of rugby are played with rolling subs.

At Championship, Champ A, National League and Community Leagues, there must be a minimum of 10 players on each team for a match to commence. Teams will be allowed a maximum of 10 replacement players unless prior agreement for more replacement players has been agreed upon by both team captains, coaches or managers.

Women's NL1 teams will be allowed a maximum of 7 or 8 replacement players (depending on the number of suitably trained front row replacements) and will play with rolling subs. Women's NL2 will be allowed up to 10 replacement players and will play with rolling subs.

Teams can substitute an unlimited amount of times providing the referee is aware. Substitutions must be done during a break in play. Referees, please notify coaches of this before the match.

Teamsheets and eligibility of players are not the responsibility of the referee.

Blue Card (Concussion Protocol – Recognise and Remove)

Referees must carry a blue card during all games.

If a player is suspected of receiving a concussion during the game, the referee shall ask the player the questions on the blue card. If the player is uncertain of their answers or has symptoms/signs of concussion, show the player the blue card and that player is removed from the pitch. They then cannot play for the rest of that day and must seek medical advice before returning to play. The referee shall also make a note and report the incident through this link (<https://www.hkrugby.com/forms/blue-card-form>)

Sideline Management

Referees must ensure that during the game, everyone apart from touch judges are behind the safety barriers or at least 5m away from the touch line if there aren't any barriers in place. Safety is our priority and we must be able to provide a safe playing environment for all parties. Referees must remind team management of this prior to the match and follow up during the match if there are any issues.

If any abuse is directed towards the officials before, during or after the match, individuals responsible can be asked to leave the venue.

Please contact the HKRU Referee Department if there are any Sideline Management problems during your matches.

Youth Specific Information

A match will be deemed over if a 50 point differential occurs. Coaches are encouraged to continue the fixture as a friendly and should either:

- i. mix the two teams
- ii. substitute players to achieve a more evenly balanced match
- iii. play a modified game, eg 10s

Please inform us in the assignr Game Report if this occurs and what was done to allow the game to continue.

Please also report the score at the time when the 50 point margin occurs: eg. 50 – 0 or 65 – 15 and the number of tries.

Conversions: Conversions at U13 Boys and U14 Girls games are to be taken in line with where the try was scored but not further out than 15m line.

Premiership teams will be allowed a maximum of six replacement players on a roll on, roll off, basis.

'Game On' Principles for Youth Rugby

In the instance where a team cannot field 15 players to represent the team, clubs are recommended to continue playing the fixture with as close to maximum numbers where possible.

The opposition are required to play with matching numbers (including if an injury occurs, and a team has to drop a player).

If a team can only field 9 or less players, then the game will be considered a forfeit. Clubs are recommended to continue playing the fixtures as a friendly, either as 7 v 7 (or another modified format) or both teams combine players to play as two mixed teams.

If there are 10 or more players in each team, scrums will feature 5 players from each team. If there are 3 or more trained front row players, scrums will be contested. If there are less than 3 trained front row players, scrums will be uncontested. If there are less than 9 players in each team, scrums will feature 3 players from each team and be uncontested.

U14

12 players or more 25 minute halves

11 players or less 20 minute halves

10 players or less 15 minute halves

U16

12 players or more 30 minute halves

11 players or less 25 minute halves

10 players or less 20 minute halves

U19

12 players or more 35 minute halves

11 players or less 30 minute halves

10 players or less 25 minute halves

Mouthguards

Mouthguards are compulsory for all players in Youth rugby matches (U19 and below). A pre match check must be carried out. If players are not wearing one during the match, they must leave the field to get a mouthguard and can be replaced while they do so. Mouthguards are strongly recommended for adults also, but not compulsory.

Leggings

As stipulated in Law 4, female players may wear leggings during a match. The Law does not allow male players to wear leggings and at all levels, referees must ensure that this is followed. If a player has written approval from the HKRU to wear leggings for any reason, this must be presented to the referee before the match.

Rugby Goggles

Players who require rugby goggles to play, must present to the referee prior to kick off a form approving the goggles signed by a doctor. If they do not have approval, they are not allowed to wear them during the match. This is applicable at all levels.

Post Match

After the match, where possible, the referee should stay on/near the pitch and make themselves available to shake hands with players/management and answer any questions they may have. As long as this is done in a positive way by both parties, this should be encouraged. If there are any questions that you do not feel comfortable to answer, please direct the individual to contact the HKRU Referee Department via referee@hkrugby.com. Please make the effort to socialise with teams post-match in a responsible way should they offer. If players or management personnel are aggressive or threatening to a Match Official in any way, this confrontation should be avoided and reported to the HKRU Referee Department/HKRRS President immediately.

CMO protocol

If a CMO is appointed to your match, it is the responsibility of the CMO to speak to the referee after the match in person or over the phone. They must also provide a written or audio report to the referee, the head of CSG and the HKRU Referee Department within 3 days of the match.

It is the responsibility of the referee to fill out the [CMO Feedback Form](#) (link available on the assignr homepage) within 3 days of receiving the written report. If this is not done, the referee will not receive an allowance for this match.

Other Resources

If more information is required, please visit this [page](https://www.hkrugby.com/about/downloads) (<https://www.hkrugby.com/about/downloads>), where the Rules and Regulations of the different Leagues in Hong Kong can be found. Please make yourself familiar with these to ensure we are carrying out our duties correctly.