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**Community Rugby Season Information**

**Timings:**

Women’s Premiership – 40 minute halves

National Leagues – 35 minute halves

U19 – 35 minute halves

U16 – 30 minute halves

U14 – 25 minute halves

U13 – 25 minute halves

All grades will have a 5 minute half time break. If a water break is required due to extreme weather, this will be 1 minute long.

**Scoring:**

The referee will keep the score during the match. Following the match, the referee will meet with the coach/manager of each team and agree on the score. The coach/manager of each team will submit the score to the Hong Kong Rugby Union.

**Equipment:**

All players in Hong Kong must wear a mouthguard. Referees must check this before the match as well as for any illegal kit such as hard protective wear and jewelry. If players are not wearing mouthguards during the game, they must be instructed to do so or leave the pitch to get one. Information regarding wearing protective glasses during matches can be found on the medical page of the HKRU website.

**Scrum Safety:**

* The referee must conduct a pre match scrum safety check.

All front row players and substitutions must be suitably trained and able to play in the front row. The referee will ask the players this before each match.

**Touch Judges:**

* The referee must give a flag to each coach/manager before the game.

The coach/manager must appoint a suitable person to carry out duties of a touch judge. This is signaling when the ball has gone into touch and when a kick at goal has been successful. The touch judge cannot assist the referee in any other way. If the HKRU has appointed Assistant Referees, they can conduct the duties of an Assistant Referee as outlined in the Law Book. Two touch judges must be used at all times. If not, referees will stop the game until there is.

**Yellow and Red Cards:**

* Yellow and Red card reports must be submitted for all games.

If you issue a yellow card, please go to the HKRU website refereeing page and fill out the online form. The password for this can be found on the homepage of assignr. If you issue a red card, please do the same but also contact Matt on the day of the game as well. The report MUST include the name of the player and a description of what happened.

**Blue Cards:**

* Referees must carry a blue card at all times during games.

If a concussion is suspected, ask the player the questions on the blue card. If the player is uncertain about any of the answers, remove them from the field. Make a note of the players name. Please notify the HKRU through the form on the referees page of the HKRU website.

**Substitutions:**

* All community rugby uses rolling subs. Women’s Premiership substitution protocol is available on the referees page of the HKRU website.

These must be done at a break in play either for a scrum or lineout or following a try or penalty kick at goal. The player leaving the field must do so before the substitute enters. The referee should be notified where possible.

**Sideline Management:**

* Make sure everyone apart from the touch judges are behind the barriers.

It is the responsibility of all people at the ground to provide a safe playing environment for the match. This includes having spectators and equipment well clear of the pitch and behind barriers where applicable. If there are no barriers, a reasonable space must be kept clear. There is no need for coaches and reserve players to be in front of barriers or standing on the touchline. Referees must stop the match with the clock running until the touchline is clear.

If any unnecessary and/or personal abuse is directed at the referee, individuals may be asked by the referee to leave the venue. Referees must inform the HKRU after the match if there are any instances of sideline abuse.

**Mercy Rule: applicable to Colts and Schools rugby only**

If the score margin gets to beyond 50 points, the official score will stop at this point. The referee must ask both coaches if they would like to mix the players in each team to even up the remainder of the match. Leave this decision to coaches. From here on the score does not need to be kept.

**Conversions:**

At U13 boys and U14 girls level, conversion kicks are to be taken in line with where the try was scored but not further than the 15 metre line.

**Squeeze Ball – U19 and below only**

* No player shall use the technique known or referred to as “Squeezeball” and no person involved in the teaching or coaching of rugby may teach or coach to encourage the use the “Squeezeball” technique.

Note: “Squeezeball” is a technique where the ball carrier goes to ground, head forward (touching or close to the ground), irrespective of immediate contact with opponents, usually keeping parallel to the touchline, holding and protecting the ball close to the chest and, when on the ground, pushing the ball back between the legs. The referee must penalise any instances of squeezeball if they are seen.

For any queries, please contact Matt Rodden at matthew.rodden@hkrugby.com.