All Star Match Rules

1. All Pool Matches, Quarter Finals, Semi-Finals, and consolation games are all to be 20-minute halves with a 5-minute halftime. The Finals for both All Stars and Rising Stars will be 25 minutes with 5-minute halftime, unless otherwise agreed upon by both coaches.

2. If the match is tied at the end of regulation in Pool and Consolation matches, the match will end in a tie.

3. If the final or third and fourth place matches are tied at the end of regulation, then there will be a 5 minute water break followed by an overtime. There will be a coin toss during the water break to determine side and kickoff. Overtime will be sudden death and will run for 10 minutes.The first team to score any points during the overtime period will be the winner. If no team has scored after 10 minutes, there will be a 2 minute water break before the teams will proceed to drop goals from 22, best of 3. Kickers must be on field at the end of 10 minute OT.

4. Tie Breakers for pool standings will be in this order: Head to Head, Point Differential, Tries Scored

5. The All Star weekend roster (maximum of 28 players and 3 coaches/non-player personnel) must be submitted prior to arrival.

6. The 25-person Match Roster for each match shall be submitted to the NCR Regional Rep or No. 4 table no later than one hour prior to kickoff.

7. Substitution Rules & Rosters::

8. All Stars 28 rostered players per side, only use 25 players per match, no re-entry, except for front row cover. Promotion from Rising Stars to All Stars, but not vice versa

9. Rising stars 25 rostered players per side, only 23 players per match, no re-entry, except for front row cover.

10. All matches are governed by the current World Rugby Laws of the Game Rugby Union. Limits on substitutions will be in accordance with World Rugby Laws and

is dependent upon the number of suitability trained front row players on the roster.

11. Players may only play for one club during the 15s season. A team that uses an ineligible player will forfeit that match and be subject to additional disciplinary actions.

12. A player sent off (red card) during any match is ineligible for the remainder of the tournament, unless the red card is a result of two yellow cards in the same match AND one of the yellows was the result of a repeated team offense. All red cards shall be reported to the Match No. 4 Official and the National Committee.

13. Players/teams wishing to appeal a red card will have 24 hours to appeal it by emailing **Discipline@NCR.rugby** and must provide video evidence.

14. The toss to decide who will kick off and to choose ends will take place at half time in the preceding match. The location will be determined by the Referee Manager at each venue.

15. The referee will determine whether or not team jerseys are conflicting. If they determine opposing jerseys clash, and both teams have alternates, the winner of the coin toss will choose their preferred jersey. If only one team has an alternate, they will change jerseys to accommodate those without.

16. All players, coaches and spectators must abide by the NCR Code of Conduct, Lightning Policy, and Technical Zone Guidelines - All of which can be found within the **Field Regulations and Policies**.