

# E.O.S.S.A.A BOYS/GIRLS RUGBY CHAMPIONSHIP SPORTS ADVISORY COMMITTEE GUIDELINES (June 2017)

Note: These guidelines are intended to include.

- i) Senior divisions of play
- ii) Both boys and girls championships
- iii) A/AA and AAA champions

## 1. Date

The EOSSAA Boys and Girls Rugby championship shall be held at least 7 days prior to the holding of the OFSAA championship.

## 2. Location

The location of the championship shall be played at a neutral site based on the following rotation. Location for teams will flip in alternate years.

<i>Year</i>	<i>Location</i>	<i>Team</i>
<i>Even Years</i>	<i>Queens</i>	<i>Girls</i>
<i>EX: 2018</i>	<i>CarletonUniversity/University of Ottawa</i>	<i>Boys</i>
<i>Odd Years</i>	<i>Queens</i>	<i>Boys</i>
<i>EX: 2019</i>	<i>CarletonUniversity/University of Ottawa</i>	<i>Girls</i>

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## 3. Tournament Structure and Procedure

Note: A maximum of 90 min/day of regulation time is allowed as per the World Rugby ruling on age grade players.

**ALL TEAMS must declare by May 7<sup>th</sup> their intent to represent their association at the EOSSAA Rugby Championships.**

**Note:**

- All teams interested in competing at the EOSSAA championship must complete a “Registration Seeding Form”. This information will be used to determine the format that will be used to determine a champion.
- A “Champion Seeding Committee” will be used for scenario (iv.). The seeding committee will be made of a covenor plus one. Seeding will be based on the Registration Seeding Form in Appendix I.

### i) Two Associations Participate:

A one day sudden death format will take place. Games will be 30 min halves. Should the game remain tied after regulation the tie breaker will be used.

*Tie Breaker (Single Elimination)*

- Two 10 min. halves, after a coin toss (not sudden death)  
- Should the game remain tied at the end of overtime then revert to penalty kicks: Each team will select three players, from among the players on the field at the end of the second overtime period, who shall be organized to kick from designated spots at the goal posts. Each player will kick from one spot and each player will kick only one time per round. The spots shall be (a) midway between the side lines, on the 22-meter line, and (b) on each side of the field at the intersection of the 22-meter line and the 15 meter line-out. This process shall be repeated by the same three kickers until a winner is decided. This process will be repeated for two rounds, if no team has been successful then the distance will be decreased by 5 meters per round. Kicking is not sudden death; rounds must be completed.

**ii) Three Associations Participate:**

A one day Round Robin Tournament will take place. Games will have two 20 min halves. Teams playing back to back games will receive 1 hour rest between games. Tie scores will stand. Should there be a tie upon the completion of the round robin the following OFSAA tie breaker will be followed:

*Tie Breaker (Pool Play)*

In pool play all ties stand. All pool matches carry three match points for a win, two match points for a draw and one match point for a loss by less than five points, otherwise zero points for a loss of five points or greater.

a) If two teams at the conclusion of the pool stage of the tournament are level on match points then the winner shall be:

- I. The winner of the match in which the tied teams played but if no winner can be declared;
- II. The team which has scored the greater number of points in all pool matches; if the tie is still unresolved;
- III. The team which has scored the most tries in that particular head to head pool match; and if the tie is still unresolved;
- IV. The team which has scored the most tries in all of its pool matches; and in the event the teams concerned having scored an equal number of tries;
- V. The total points scored by each team in all pool matches shall be divided by the total points scored against it by the teams in the forgoing matches and the team with the higher quotient shall be the winner; and if the tie is still unresolved;
- VI. The team that scores the greater number of converts on their tries;
- VII. The team which had the least number of players ordered off the field throughout the tournament shall be declared the winner; and if no winner emerges;
- VIII. A COIN TOSS

b) If more than two teams tie at the conclusion of pool play;

- I. The teams shall be ranked by the one scoring the greater number of points in pool play; but if no winner is declared;
- II. The team which has scored the most tries in all of its pool matches; and if the tie is still unresolved;

- III. The total points scored by each team in all pool matches shall be divided by the total points scored against it by the team in the forgoing matches and the team with the higher quotient will be the winner; and if the tie still remains unresolved;
- IV. The team which had the least number of players ordered off the field throughout the tournament shall be declared the winner; and if no winner emerges;
- V. A COIN TOSS

### iii) **Four Associations Participate**

A one - day single elimination tournament with a consolation round will be the format. Teams will play two 20 min. halves. The championship committee based on the representative teams current year to date will seed the teams. Seeding information will be determined by using Appendix I. If a tie exists at the end of regulation the following tie- breaker will be used:

NOTE: If one semi final goes to overtime and the final also goes to overtime, the final game shall go straight to penalty kicks.

#### *Tie Breaker (Single Elimination)*

- Two 5 min. halves, after a coin toss (not sudden death)
  - Should the game remain tied at the end of overtime then revert to penalty kicks: Each team will select three players, from among the players on the field at the end of the second overtime period, who shall be organized to kick from designated spots at the goal posts. Each player will kick from one spot and each player will kick only one time per round. The spots shall be (a) midway between the side -lines, on the 22 meter line, and (b) on each side of the field at the intersection of the 22 meter line and the 15 meter line-out. The same three kickers shall repeat this process, until a winner is decided. This process will be repeated for two rounds, if no team has been successful then the distance will be decreased by 5 meters per round. Kicking is not sudden death and rounds must be completed.

### iv) **Five or Six Associations Participate**

If there are more than four associations participating, there will be a two-day format and it will be as follows.

- Associations/Teams will be seeded by the seeding committee.
- Teams from each association must declare to the EOSSAA convenor their **intent** to compete at EOSSAA by May 7<sup>th</sup>. Each team must submit a Registration Seeding Form. Note: There can be more than one team from an association declaring intent.
- Seeding will be completed prior to the end of most associations seasons
- There will be a one day 4 team Championship tournament played at a neutral location.
- Seeds 1 through 3 will automatically be part of a one day championship played at a neutral location.
- Seeds 4 through 6 will play in a qualifying match/tournament. The winner of this play-down will receive the 4<sup>th</sup> seed position in the Championship tournament. The 4<sup>th</sup> seed will host the qualifying tournament.
- If possible there will be one day between the qualifying tournament and the championship tournament. Note: Seeding needs to be completed a minimum of one week prior to qualifying round in order obtain field and referees in time.

#### **4. Entry**

- a) Entries will be accepted from Association Conveners or designates only.
- b) Each association is allowed one entry per division and level. If the league in a local association is comprised of only one team, that said team may represent their local association at an EOSSAA Rugby Championship if the following criteria are met:
  - i. Teams have played a minimum of 3 full games in the season prior to the championship or teams have played in tournament games the equivalent of 180 minutes playing time.
  - ii. Coaching qualifications meet the min. standards found in the OPHEA Safety Guidelines
- c) A team/association planning to send a team entry must notify the EOSSAA rugby convenueer by May 7.  
NO LATE ENTRIES WILL BE ACCEPTED!
- d) Teams planning to declare up must do so based on the dates established by EOSSAA and individual local associations.
- e) Any suspension or disciplinary actions in Association play shall be carried forward into EOSSAA competition. The Association convenor shall be responsible for reporting such players and the nature of the disciplinary action on the EOSSAA entry form.

#### **5. Expenses**

- a) An entry fee shall be charged which shall be sufficient to cover the operating costs of the tournament.
- b) Those schools having entries are responsible for arranging and financing their own travel and meals for the event.

#### **6. Eligibility**

To represent a school in any activity coordinated by EOSSAA a student must:

- a) Be eligible under the playing regulations of that association;
- b) Be certified as eligible by the Principal of the school;
- c) Meet the age requirements: The individuals birth certificate indicates that he has not reached his 19<sup>th</sup> birthday by January 1<sup>st</sup> prior to the start of the school year.
- d) Be in grades 9-12
- e) Be eligible for no more than five consecutive years from the date of entry into Grade 9

- f) Have signed the Rules of Behavior signature form for the competition.

## 7. Rules and Officials

The World Rugby Laws shall govern play at the EOSSAA tournament with the following exceptions:

### a) Replacement of players

- i) There shall be unlimited substitution for injury at any time during the game or overtime, provided the referee is notified. Injured players shall not return to the game (except for those removed from the game under Law #6, Para 8, section (d) regarding bleeding);
- ii) Should a player receive a red card during the game, the player will be ejected from the current game and is no longer eligible for competition in the tournament and no replacement will be allowed for the remainder of that game during which the offence occurred. For full-length games (60min), yellow cards will result in the player being sent to the sin bin for 10 min. For shortened games players will be sent to the sin bin for only 5 minutes.
- iii) Substitutions for reasons other than injury shall be limited to ten in accordance with World Rugby laws at the start of the high school rugby season. Those, for whom substitution is sent in, may subsequently return to the game as replacements only for injured players;
- iv) Based on agreement between opposing coaches and referees prior to the start of games and at half time, unlimited substitution will be permitted at your possession.

### b) Roster Limits

Each team may have a maximum roster of thirty players. Each team shall submit an eligibility list of players who shall be eligible to play in the tournament. The player/game roster must identify trained./experienced players to play the double front rows. **Teams unable to designate experienced players for the double front rows will be ineligible for tournament play.**

### c) Player Equipment

Players must wear full fit interior mouth guards at all times during play. Members of a team must wear similar regulation shirts and shorts. Footwear must conform to World Rugby standards (LAW 4). Rugby, soccer, molded plastic or rubber cleats are permitted as long as no toe cleats or sharp edges.

### d) Suspension

A player is ineligible for EOSSAA competition if previously suspended for a breach of the rules while playing under the jurisdiction of either the school Association or the Ontario Rugby Union, if the suspension period covers the EOSSAA Championship dates.

e) **Officials**

There should be a rotation of 3 officials for the championship tournament.

8. **Uniforms and Equipment:**

Uniforms shall conform to World Rugby laws. Players should wear matching rugby type shorts and socks. All uniforms must be intact at the start of the game. The Convenor should be aware of any uniform colour conflict between potential teams.

Any knee braces must be approved by the head official at the coaches meeting prior to the start of the Championship.

Fields shall be marked as directed by World Rugby laws; posts shall be sufficiently padded.

The Tournament Convenor shall provide match quality game balls for the Championship.

9. **Awards:**

Members of the championship team shall receive EOSSAA medallions (30), plus a trophy to be retained by the school the following year, with an accompanying souvenir plaque. The losing team will also receive a souvenir plaque.

10. **Supervision**

*A teacher is defined as member of the Ontario College of Teachers or a holder of an Ontario Teachers Certificate or equivalent.*

Each team must have a teacher from the same school be present at each game and be responsible for the team conduct and good health of each player.

All participants are expected to abide by the EOSSAA Code of Conduct for Players and Coaches. Failure to do so may result in game suspension(s) as determined by the competition committee.

11. **Medical Personnel:**

a) Provision shall be made to have a medical doctor, paramedic or qualified first aid professional personnel (physiotherapist/athletic therapist) in attendance at each game.

b) Coaches are responsible for providing an adequate First Aid Kit which includes an appropriate source of cold therapy, wound dressing, and pressure bandaging.

c) Coaches must be knowledgeable of school board's concussion protocol for a suspected concussion.

12. **Concerns or Disputes:**

Any concerns or disputes regarding the above headings will be dealt with by the competition committee (Tournament convenor or designate, head ref, and one other coach where applicable). Appeals may be directed to the EOSSAA executive



6. Where do you feel your team should be seeded. Please provided justification for your seed.

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