

CWOSSA Boys' Rugby

A/AA/AAA

Playing Regulations

I. Date

To be named in the annual CWOSSA Calendar.

II. Convener & Location

To be published in the CWOSSA annual calendar.

III. Championship Structure

1. Entries

Championship entries will be as published in the Championship Entries. This can be found in the CWOSSA Manual and the CWOSSA Website.

2. Formats

The Championship Format will be as published in the Championship Formats. This can be found in the CWOSSA Manual and the CWOSSA Website.

3. Qualifying Games

Qualifying games must be completed 2 days before the CWOSSA tournament. Refer to the CWOSSA Qualifiers for location.

IV. Playing Rules

1. The laws of the International Rugby Board shall govern play at the CWOSSA tournament with the following exceptions:

2. Replacement of Players

- i) There shall be unlimited substitution at any time during the game or overtime, provided the referee is notified.
- ii) Injured players who are substituted for shall not return to the game (except for those removed from the game under Law# 6, Para. 8, section (d) regarding bleeding.)
- iii) Those, for whom substitution is sent in, may subsequently return to the game as replacements for injured players.
- iv) Should a player be ejected from a game for flagrant abuse of the rules or abusive or profane language, she is no longer eligible for competition in the tournament and no replacement will be allowed for the remainder of the game during which the offence occurred.

3. Playing Time

- i) The CWOSSA tournament shall be played under the IRB toss and time regulations.
- ii) For pool play the games will be two 20-minute halves with no overtime to comply with the time restriction of 80 minutes per day; ties would be broken by kicks.
- iii) Championship game will be two 25-minute halves and overtime if tied. (5(iii))
- iv) For four (4) team tournament run on a single day all games will be two 20-minute halves. Semifinal games will have no overtime and championship game will have 10 minute overtime.

4. Roster Limits

- i) A team may bring any number of players to the championship.
- ii) CWOSSA only supplies 30 medallions. All others must be ordered and paid for by the school.

5. Tie Situations

- i) Tie games in pool play and shall be decided by kicks. (see 5(iii), c & d)
- ii) If teams are tied at the end of pool play the tie shall be broken in the following ways:
 - a) Team with best defensive record, fewest points against.
 - b) Team with the most tries head to head. ie only tries involving tied teams
 - c) Team with the most converts head to head. ie only converts involving tied teams.
 - d) Team with the best point differential against all teams in pool.
- iii) Tie breaking in Six Team tournament Championship game
 - a) Teams shall re-toss to select the right to kick or choice of end prior to overtime periods.
 - b) Two (2) five-minute sudden death periods with two (2) minute between periods. Teams shall play ten (10) players during the first five minute period and seven (7) aside during the second five minute period.
 - c) If still tied at the end of the two (2) five minute halves, the following procedure shall be followed:
 - i) best of three (3) kicks (order determined by a flip of a coin by the referee) by three (3) players for each team that were playing in the game immediately before the game ended.
 - ii) Kicks may be a place kick or a drop kick.
 - iii) These kicks shall take place from the following spots: **first** from midway between the sideline and the 22 metre line; **second** from the left side 15 metre line and 22 metre line intersection; **third** from the right side 15 metre line and 22 metre line intersection.
 - d) If still tied after three kicks by each team, single sudden death kicks shall be attempted by a player from each team that was on the field at the end of the tied game. These sudden death kicks shall be taken in the same progression as (c)iii above.
- iv) Tie breaking in Four Team tournament
 - a) Tie games in semifinals will go straight to kicks. (See 5iii, c&d above)
 - b) Championship game will follow the following:
 - i) Teams shall re-toss to select the right to kick or choice of end prior to overtime periods.
 - ii) Two (2) five-minute periods with two (2) minute between periods. Teams shall play with ten (10)-a -side (five forwards and five backs). The ten players must be selected from the players on the pitch at the end of the regulation time. The remaining players shall be directed to the end zone outside the dead ball line until the completion of the overtime. These players can be selected to kick at the end of the overtime period.
 - iii) If still tied at the end of the two (2) five minute halves then follow 5iii,c&d above.

V. Player Equipment

- a) Uniforms, protective equipment and appropriate footwear must conform to IRB laws.
- b) Players shall wear identical rugby shirts (same colour and style), rugby shorts and socks.
- c) All players shall wear numbered uniforms.
- d) All uniforms must be intact at the start of each game.
- e) Any knee braces must be approved by the head official.
- f) All players must wear mouth guards at all times.
- g) Teams shall provide a second set of jerseys in the case of a colour conflict. A coin toss shall decide which team changes.

VI. Awards

1. The CWOSSA plaque will be presented to the winning team.
2. Gold CWOSSA Medallions (30) will be presented to the championship team.
3. Silver CWOSSA Medallions (30) will be presented to the finalist team.

VII. OFSAA

The tournament winner in each category will represent CWOSSA at their respective OFSAA tournaments.

VIII. Sponsorship Policy and Uniforms at CWOSSA Championships

1. All competitors are expected to dress in uniforms that are neat, clean and which maintain the integrity of the school's name, colours and logos.
2. No sport club insignia on uniforms or equipment shall be permitted in the competitive area. A sport club is defined as a community, provincially or nationally based organization whose primary purpose is participation in organized competition in single or multi-sport programs.
3. Sponsorship recognition is permitted to be visible but must conform with the placement guidelines outlined in By-Law 6. Section 2(h) of the OFSAA By-laws. This criteria must be met both on and in the immediate vicinity of the competitive area and during the awards ceremonies.