



## 2009 CANADA SUMMER GAMES

### TECHNICAL PACKAGE

#### RUGBY

Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedure, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements, and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of prospective high performance athletes.

Every Games' coach, manager, sport chairperson, and mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of the Technical Package, he or she is to seek clarification from the Sport Committee of the Canada Games Council through his or her Chef de Mission or National Sport Organization.

Technical Packages are developed primarily by National Sport Organizations, following principles, guidelines, and requirements of the Canada Games Council. As the overall governing body of the Games, the Council has the ultimate authority for Technical Packages, but this authority is exercised only with the knowledge and understanding of the NSO concerned.

If an individual wishes to initiate a change to a Technical Package leading up to the Games, the desired change should be first directed to the National Sport Organization or the Chef de Mission. The NSO or Chef will evaluate the merits of the change and will, if it has merit, submit the requested change to the Sport Committee of the Canada Games Council. The NSO or Chef will submit the rationale for the change. Changes to age groups, eligibility requirements, team size or staff complements will not be considered after three years prior to the Games. Substantive changes to events or competition formats will not be considered after 18 months before the Games. Minor corrections will be considered at almost anytime, but will be increasingly difficult to achieve within six months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package early.



**2009 PEI CANADA SUMMER GAMES  
TECHNICAL PACKAGE**

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**1. SPORT: RUGBY**

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**2. PARTICIPANTS:**

2.1 Competitors: Male 25

2.2 Staff: 2 Coaches, 1 Manager; one of whom must be male

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**3. CLASSIFICATION:**

Under 18 and at least 16 as of January 1, 2009

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**4. ELIGIBILITY:**

4.1 Coaches:

Any staff listed as coaches on the official registration form must be fully certified (theory, technical and practical) under the National Coaching Certification Program to at least Level 3 in Rugby, or the equivalent in the new NCCP Competition stream, development context (Trained status). These coaches must be so certified not later than 90 days before the opening of the Games (May 17<sup>th</sup>, 2009).

4.2 Competitors:

There are no eligibility restrictions other than age and residency (see Appendix 1).

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**5. COMPETITION:**

The competition shall be governed by the Laws of the Game of Rugby Football at Under 19 level, as framed and interpreted from time to time by the International Rugby Football Board.

Where possible, final games will be 70 minutes but the length of the games may vary depending on the schedule (ie. if a team plays more than one game per day, the total minutes played by that team must not exceed 90 minutes for that day).

Seeding is based on the results of the 2008 Under 18 National Championships.

2009 Rugby Technical Package. Edition 1.0 (22.05.2007), Edition 2.0 (17.12.2008), Edition 3.0 (03.03.2009), Edition 4.0 (06.04.2009), **Edition 5.0 (16.06.2009).**



**Competition Format:** 2 pools. After round robin play in pools, teams will be ranked 1 to 8 for Quarter Final Play. The top five quarter-final seeded teams will come from Pool A, and seeds 6 – 8 will come from Pool B (in respective order of finish from preliminary round robin play). This is a tiered format.

9<sup>th</sup> and 10<sup>th</sup> place finishers, as determined by preliminary round robin play as 4<sup>th</sup> and 5<sup>th</sup> place finishers in Pool B, will be joined by the Losing quarter final teams, the bottom six teams will play a Round Robin format to determine final placing 5 to 10.

Competition Schedule (10 Teams)

Pool A		Pool B	
Team 1	BC	Team 6	NS
Team 2	ON	Team 7	SK
Team 3	NL	Team 8	MB
Team 4	AB	Team 9	NB
Team 5	QC	Team 10	PE

All games in Pool A will be 40 minutes in length All games in Pool B will be 40 minutes in length		
<b>ROUND ROBIN SCHEDULE</b>		
<b>Monday August 17</b>		
Time	Field #1	Field #2
9:00	4 vs 5	9 vs 10
11:00	2 vs 3	7 vs 8
1:00	1 vs 4	6 vs 9
3:00	7 vs 10	2 vs 5
<b>5:00</b>	<b>1 vs 3</b>	<b>6 vs 8</b>
<b>Tuesday August 18</b>		
Time	Field #1	Field #2
9:00	1 vs 5	8 vs 10
11:00	2 vs 4	7 vs 9
1:00	3 vs 5	6 vs 10
3:00	1 vs 2	8 vs 9
<b>5:00</b>	<b>3 vs 4</b>	<b>7 vs 6</b>
<p>New standings after Round Robin: Teams ranked 1-8 play in the Quarter Finals.</p> <p>Winners advance to the Semi-Finals.</p> <p>Losers join Teams 9 and 10 for Round Robin play to determine rankings 5 through 10.</p>		

Quarter Final games will be 60 minutes in length  
 Round Robin games to determine placing will be 40 minutes in length  
 Semi-Final games will be 60 minutes in length  
 Finals will be 70 minutes in length

## PLAYOFFS

### Wednesday August 19

	Time	Field # 1	Field #2	Game
<b>QUARTER-FINALS</b>	11:00		1 vs 8	A
<b>QUARTER-FINALS</b>	12:30	2 vs 7		B
<b>QUARTER-FINALS</b>	2:00		3 vs 6	C
<b>QUARTER-FINALS</b>	3:30	4 vs 5		D
<b>Round Robin for Placing</b>	5:00	9 vs 10		

### Thursday August 20

	Time	Field # 1	Field #2	Game
<b>Round Robin for Placing</b>	9:00	Loser A vs 9	10 vs Loser D	
<b>Round Robin for Placing</b>	10:00		Loser B vs Loser C	
<b>SEMI-FINALS</b>	1:00	Winner A vs Winner D		E
<b>SEMI-FINALS</b>	2:30	Winner B vs Winner C		F
<b>Round Robin for Placing</b>	5:00		10 vs Loser A	
<b>Round Robin for Placing</b>	6:00	Loser B vs Loser D	Loser C vs 9	

### Friday August 21

	Time	Field # 1	Field #2	Game
<b>Round Robin for Placing</b>	9:00	Loser B vs 9	Loser A vs Loser D	
<b>Round Robin for Placing</b>	10:00		Loser C vs 10	
<b>Round Robin for Placing</b>	2:00	Loser A vs Loser C		
<b>Round Robin for Placing</b>	3:00	Loser B vs 10	Loser D vs 9	

### Saturday August 22

	Time	Field # 1	Field #2	Game
<b>Round Robin for Placing</b>	9:00	Loser C vs Loser D	Loser A vs Loser B	
<b>FINALS</b>	10:00	Loser E vs Loser F		Bronze
<b>FINALS</b>	12:00	Winner E vs Winner F		Silver/Gold

## 6. SPORT SCORING

For round-robin play only: points will be awarded for play on the following basis:

Win	4 points
Tie	2 points
Loss of 7 points or less	1 point (bonus point)
4 tries <i>or more</i>	1 point (bonus point)
Loss	0 points

Any tied scores at the end of regulation play will stand. There will be no over-time during

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round robin play.

For Knock-out rounds (quarter-final, semi-final, medal games, or final standings): the winning team shall advance according to the schedule. The losing team shall continue according to the schedule to compete for final placing.

## 7. PROVINCIAL/TERRITORIAL RANKING:

Points will be awarded for the Games Flag as follows:

Position	Points	Position	Points	Position	Points
1 <sup>st</sup> place	10	6 <sup>th</sup> place	5	11 <sup>th</sup> place	1.5
2 <sup>nd</sup> place	9	7 <sup>th</sup> place	4	12 <sup>th</sup> place	1
3 <sup>rd</sup> place	8	8 <sup>th</sup> place	3	13 <sup>th</sup> place	0.5
4 <sup>th</sup> place	7	9 <sup>th</sup> place	2.5		
5 <sup>th</sup> place	6	10 <sup>th</sup> place	2		

## 8. TIE BREAKING RULE - COMPETITION

For Round Robin play: Any tied scores at the end of regulation play will stand. No overtime will be played in the round-robin.

### Determination of Standings

The standings at the completion of the round robin will be determined by the ranking of the teams according to points awarded.

If, at the conclusion of the round robin, there is a tie between two or more teams based on points awarded; the team with the better win/loss record against the team(s) with which they are tied shall be deemed to be higher(est) in the standings.

Should there still be a tie, the team which scored the most tries against the team(s) with which they are tied, shall be deemed to be the higher(est) in the standings.

Should there still be a tie, the team which scored the most converted tries against the team(s) with which they are tied, shall be deemed to be the higher(est) in the standings.

Should there is still a tie, the team with the highest net score (points scored less points against) amongst the tied teams shall be deemed higher (est) in the standings.

If there is still a tie then the above process is repeated using all the games played during the round robin.

If they still remain tied, the team which scored more points *from all games played during the round robin* than the other team(s) involved shall be deemed to be higher(est) in the standings.

Should they continue to be tied, the highest place team shall be determined by whomever had the least amount of points scored against them *in all games played during the round robin*.

If there is still a tie, the team that has scored the most goals (converted tries) in all games in the round robin, shall be deemed higher(est) in the standing.

If there is still a tie, the team that has scored the most drop goals in all games in the round robin, shall be deemed higher(est) in the standings.

If there is still a tie, the team that has scored the most penalty goals in all games in the round robin, shall be deemed higher(est) in the standings.

**Note:** In the event that more than two teams are tied and the above process reduces the tied teams by one or more; then, in order to break further ties, the process shall commence again, from the beginning.

#### **For Knock-out rounds (quarter-final, semi-final, medal games, or final standings):**

The team scoring the greatest number of points during a match shall be declared the winner of the match.

A tie will result in 2 additional Non Sudden Death periods. These periods will be for a maximum of 5 minutes each. A coin will be tossed prior to the commencement of the over-time period, by the referee, in order to designate ends. There will be a five-minute break between regulation time and over-time. There will be a one-minute break between over-time periods at which point the teams will change ends.

The IRB Directive (6<sup>th</sup> May 2004) identifying a maximum of 90 minutes of play per day for under 19 players remains paramount in regards to the application of tie-breaking protocols and scheduling issues where *either* of the teams involved are scheduled more than one game on any day.

#### **Determination of Ties after overtime periods**

- or, if 90 minutes of play has been played by *either* team;
- or, if more than 90 minutes would have been played by *either* team before the additional overtime periods have concluded.

If a tie still exists, the team scoring the most tries during the match shall be deemed to be the winner.

If a tie still exists, the team scoring the most converted tries during the match shall be deemed the winner.

If a tie still exists, the team scoring the most drop goals during the match shall be deemed the winner.

If a tie still exists, the team scoring the most penalty goals during the match shall be deemed the winner.

If a tie still exists, each team shall name one player as its kicker and these two players shall commence kicking at goal from the centre of the 22-metre line. A coin will be tossed to decide which player shall kick first. Each player shall attempt three (3) kicks. After three (3) successive kicks, each from

the 22 metre line, the referee may, at his/her discretion, move the kickers a further ten metres back and the kickers shall commence at this point. The competition shall continue as before, until a winner is declared. The team whose kicker succeeds, when the other fails shall be declared the winner.

The kicker for each team must be selected from players on the field at the end of the game, prior to going to Kicks as a final Tie Breaking method.

## 9. TIE-BREAKING RULE – PROVINCIAL/TERRITORIAL RANKING:

Competition tie-breaking rules in place will not allow teams to tie. Not applicable.

## 10. MEDALS

GOLD: 25                      SILVER: 25                      BRONZE: 25

## 11. COMPETITIVE UNIFORM:

Provincial/Territorial colours must be worn. In the event of a uniform conflict, the designated "Home" team must be prepared to change into an alternate set of uniforms. Away team is given priority to select their uniform color for the match. Home and Away teams will be determined on the ranking, for the round robin the teams are ranked 1 through 9 (10) based on the previous year's (2008) nationals. Following the round robin, the teams are re-ranked 1 through 9 (10). The home team as the highest ranked team will be required to wear a non-clashing strip in the event of a clash of colors. The NSO is responsible for providing an alternate set of strip, if required.

## 12. EQUIPMENT:

- The Host Society will be responsible to supply game balls for the competition, as approved by Rugby Canada.
- Protective gear must be made of flexible materials and hold the IRB approved logo.

## 13. APPENDIX:

The attached appendix forms an integral part of this technical package.

## APPENDIX 1

### 2009 (P.E.I.) Canada Summer Games

#### Competitor Eligibility

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens and landed immigrants.
3. The Games are open to athletes who are members in good standing of their provincial and/or national sport organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the province or territory they are representing. An athlete can have only one domicile.
5. Students attending school on a full-time basis outside their province of permanent residence during the year of the Games shall be permitted to compete for either their province of permanent residence or the province in which the athlete attends school. To be eligible to compete for the province where the athlete attends school, the student must be enrolled on a full-time basis during the 2008-2009 academic year.
6. If a non-student athlete attends a recognized national training centre outside his or her province of permanent residence, the athlete is encouraged to represent his or her province of permanent residence; however, the athlete could represent the province where the centre is located under the terms of paragraph (7), below.
7. Exceptions to the domicile requirement will be possible if the athlete can demonstrate a commitment to the province or territory she or he wishes to represent by such means as having been a member of a club or provincial sport organization in that province for the entire previous competitive season, having represented that province or territory at a previous national or regional championship, or having attended school full-time the previous academic year, or a recognized national training centre full-time during the previous 12 months. Other similar circumstances may be considered.
8. An athlete is permitted to try out for only one province or territory per Games.
9. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. **Coaches or Provincial Sport Organizations must bring forward any unclear cases to their Chef de Mission and to their National Sport Organization as early as possible before the competition for forwarding to the Sport Committee of the Canada Games Council.**

10. Where a team/province or territory/Chef wishes to challenge the eligibility of an athlete on another provincial/ territorial team, it is expected that such a challenge will be made as soon as the protesting team knows that an athlete may be ineligible. Every effort must be made to ensure that protests on eligibility are lodged before an athlete competes.

## OTHER

1. All teams are reminded of the Canada Games Council's regulations concerning advertising on uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to *a maximum size of 60 square centimetres*.
2. The only coaching permitted is by those accredited coaches identified in the Technical Package. Personal coaches of athletes or additional coaches of any type will not receive accreditation and will not have access to competition or training areas.
3. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Canada Games Council assists the Host Society through its medical partners by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.