

# **TDCAA RUGBY Booklet 2022**

## **RUGBY 7'S**

### **PART A: SAFETY REQUIREMENTS**

#### **Ontario Physical Activity Safety Standards in Education (OPASSE)**

All coaches must review and follow the most recent copy of the [OPASSE GUIDELINES](#) for the sport they are coaching (under Secondary, Interschool)

Please take special note of the following requirements associated with:

Risk Management

First Aid

Special Rules/Instructions

Supervision

Coaches Expectations & Qualifications (for further information on sport specific NCCP training, visit [www.coach.ca](http://www.coach.ca) )

Excursion/Permission Forms: [TCDSB](#) [OPHEA SAMPLE](#)

#### **Concussion Awareness and Safety**

In accordance with Policy/Program Memorandum No. 158, the TDCAA will follow and support the mandates of Rowan's Law. The following must occur annually, at the commencement of the athletic season:

a) coaches must complete the on-line [TDCAA Coaches Concussion Code of Conduct](#)

b) coaches will have student athletes review and follow a Concussion Code of Conduct:

[TCDSB Student Code of Conduct](#) (in section 8)

[OPHEA's Sample Code of Conduct](#)

c) coaches will provide Ontario Concussion Awareness Resources to student athletes and parents: [Concussion Guides for Athletes and Parents](#)

In the event of a suspected concussion convenors, coaches, and student athletes must follow an established Return to Play Protocol.

Note: TCDSB has established [Concussion Return to Play Protocols](#) for its students and coaches to follow. Non TCDSB participants should reference their Board's or [OPHEA's Concussion Protocols](#)

Coaches may find it useful to have a recognized [Sport Concussion Recognition Tool](#) with them for practices and competition.

## **Supervision – Visiting Teams**

Each school along with the coach should be aware of the local policy in each school regarding visitors.

In situations where teams are specifically bringing fans (fan bus) appropriate supervision from all participating schools that does not include the team coach(es) must be provided. Communication with school administration of participating schools is prudent in these situations.

## **PART B: FROM TDCAA CONSTITUTION**

TDCAA RUGBY is an official TDCAA activity. RUGBY follows OPHEA/OPASSE OFSAA, and the Laws of World Rugby Playing Regulations.

### **REGISTRATION**

Schools must register for Rugby at the designated time. A school may withdraw its team before distribution of the final schedule. The school will be charged only the \$ 25.00 registration fee.

A school who withdraws its team after the schedule has been distributed will assume the following actions:

- automatic \$100 fine
- automatically ineligible for competition in Rugby the following year. (This can be appealed to the TDCAA executive.)

## **ELIGIBILITY/TRANSFERS**

Eligible athletes must satisfy the By-Laws and Standing Rules as per the TDCAA Constitution.

- All eligibility shall be completed electronically through (HUB) which is coordinated through the OFSAA office. Athletic Directors have the code for their schools to access .
- Eligibility must be completed before the first league game. (It is recommended that registration be completed before first practice ). In a single day meet or tournament format , eligibility must be filed at least three days prior to the meet or tournament.
- Athletes as well as coaches must be included on the site..
- Approved transfers are included on the eligibility form. Athletes who have not been approved must not be included until the athlete has been approved.
- All students who transfer into your school (excluding Grade 9-first year of high school) are ineligible for competition for a period of twelve months from the date of transfer. To become eligible, transfer students must complete the “TRANSFER APPEAL FORM” and forward to the TDCAA Transfer Chairperson ( Lorraine Kelly – Senator O’Connor or Tavia Ferreira – St. John Paul II ). An athlete awaiting Transfer Appeal decision is ineligible to play in any games (league or exhibition or tournament). This athlete may practice with the team until the transfer has been approved and the athletic director has been notified.
- An student who transfers into your school in second semester is ineligible to compete in winter sports ( Alpine Skiing; Snowboarding; Swimming; Jr & Sr. Girls’ Volleyball, Boys’ & Girls’ Hockey, and Jr. & Sr. Boys’ Basketball even if their transfer is approved. )
- An athlete whose transfer is denied has the right to appeal the decision to the TDCAA Transfer Appeal Board.

## **ELIGIBILITY/AGE**

- Girls & Boys
- Open Grades 9-12
- Eligibility for the TDCAA and OFSAA is based on the athlete’s year of birth. An athlete is eligible to compete in high school sports for five years from the time they entered grade nine.

- FOR 2022 – 2023

SEASON	NOVICE	JUNIOR	SENIOR
2022 - 2023	2008 ( GR. 9 )	2007 - 2008	2003 – 2004 2004 – 2005 2005 - 2006
	14 YEARS OLD		

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There is no appeal to this rule.  
Please link to TDCAA website for dates for each new school year.

### **ELIGIBILITY / ACADEMICS**

An athlete must be a bona fide student at their school.

#### **Students With Less Than 22 Credits:**

- non-semester schools – must be registered in a minimum of six (6) full day school credit courses.
- semester schools– must be registered in a minimum of three (3) full day credit courses in the semester that Field Hockey takes place (Fall).

#### **Students With More Than 22 Credits:**

- non-semester schools – must be registered in a minimum of four (4) full day school credit courses
- semester schools – must be registered in a minimum of two (2) full day credit courses in the semester that field hockey takes place (Fall).

### **LEAGUE STRUCTURE**

- A) START TIME – All games shall begin no earlier than 3:30 unless agreed upon by the Principals of the participating schools. All double headers must start no later than 3:30 or earlier if all participating schools are in agreement.
- B) MAXIMUM NUMBER OF GAMES - Junior – 16; Senior – 20.

- C) AWARDS – In sports where there is less than six teams , only gold medals will be presented.
  
- D) DEFAULTED GAME – If a team defaults a regular season game , they will not be eligible for playoffs . A school may appeal the decision to the TDCAA Executive if there were extenuating circumstances.
  
- E) CANCELLATION OF SCHOOL BUSES – If the TCDSB cancels buses for weather conditions, all scheduled games are automatically cancelled

## **PART C: SPORT SPECIFIC INFORMATION**

Fall – Rugby 7's

Convenor

Ryan Kennedy – St. John Henry Newman

LOCATION – U of T ( Scarborough Campus)

GOVERNING BOD FOR RUGBY

Rugby 7's will be played according to the Laws of Rugby Football as agreed by the International Board and as amended in the SEVEN – A – SIDE Variations.

FORMAT – Tournament

COMPOSITION OF TEAMS

A team shall consist of a maximum of seven players on the field plus up to five replacements and/or substitutes..

A player sent off for foul play must not be replaced or substituted. Further , the player must not take part in any other match in the tournament.

SUBSTITUTIONS

- A team can substitute up to FIVE players
- If a player is substituted , that player must not return to play in the match.

Exceptions

# 1 - A substituted player may replace a player with a bleeding or open wound

# 2 - In Under - 19 Rugby, a substituted player may replace an injured player

#### OTHER RULES

A ) KICK OFF : Drop kick which is taken at or behind the centre of the Half-way line

B) RESTART KICK : After a score , the team that scored kicks off with a drop kick which is taken at or behind the centre of the half-way line.

C) COINVERSION KICK : The kick must be a drop kick and taken within 40 seconds of a try having been scored.

D) PENALTY & FREE KICKS : Any player may take a penalty or free kick awarded for an infringement with any type of kick : punt, drop kick but NOT a place kick . The ball may be kicked with any part of the leg from below the knee to the toe but NOT with the heel.

E ) FORMING A SCRUM ; Scrum will consist of three players from each team. All three players must stay bound to the scrum until it ends.

F ) FRONT ROW PLAYERS : must not intentionally kick the ball out of the tunnel or out of the scrum in the direction of the opponents' goal line.

#### DISCIPLINE / REFERRING

In the event that a player is ordered off the field of play during a game for any reason , he/she may not participate further in the tournament.

- The disciplinary procedures of the Ontario Rugby Union shall apply
- The ejection must be reported to the Disciplinary Review Board Chair - David Di Mauro ( [David.dimauro@tcdsb.org](mailto:David.dimauro@tcdsb.org))

When a player has been temporarily suspended , the player must sit out for a period of two minutes.

## TOUCH JUDGES

It is the responsibility of each participating team to provide their own competent touch judge for scheduled games other than the final if no touch judges have been assigned.

## APPEALS

An Appeals Committee consisting of the Tournament Chair and two other designates will be set up to handle disputes during the tournament . The Committee's decision in all matters will be final.

## LENGTH OF GAMES

All games will consist of two seven-minute halves with a one-minute interval between each half.

Finals will consist off two ten-minute halves with a two-minute interval between each half

## STANDINGS

- Two points - win
- One point - tie

## TIE BREAKING PROCESS IN STANDINGS

- Two Teams Tied - team with the best record against the other team takes higher place finish.
- If there is still a tie , the team which has the fewest points against gains the higher place finish.
- If there are three or more team tied :
  - 1) If one of the team defeated the other teams , they are awarded the higher position
  - 2) the team which has the fewest points against will determine the order of finish. If two of the teams are still tied , we go to the process when two teams are tied

- 3) If there is still a tie, the team with the highest differential ( points for minus points against ) will ge the higher position.
- 4) If a ties still exists , there will be a coin toss.

#### TIE - BREAKERS - PL;AYOFFS

If the score is tied at the end of regulation time , the game will be decided by kicks

- Coin toss to determine which team kicks first
- Drop kicks only
- One designated kicker per team
- Designated kicker must be chosen from the seven players on the field when the game ended.
- Kicks are from the 22
- First kick are from a position directly in front of the posts.
- Sudden victory . If the fist kicker is successful and the second kicker is not successful, the game is over.
- Second Kicks ( if necessary) are from the 22 at a position of 15 metres in from the left sideline.
- Third Kicks ( if necessary) are from the 22 at a position of 15 metres in from the right sideline.
- Repeat the process over
- If a tie still exists , a coin toss will determine the winner.

#### UNIFORM & EQUIPMENT

- Each school shall provide a game ball. The referee will choose the ball to be used for each game. The remaining ball should be retained nearby in case of a lost ball situation.



- MOUTH GUARDS MUST be worn by all players during the games.
- All clothing and equipment must meet the requirements " Law 4 - Players Dress of the IRB Laws of the game.
- As colour clashes may occur , teams should bring an alternate strip if one is available