

# 2022 SCRC Olympic Rugby Championship

## Rosters

A roster of up to 12 players is allowed for the championship. A team may add up to 3 players to the roster during the competition if a player is permanently removed from the roster due to injury. Added players are not eligible to compete until roster changes have been approved and verified by the tournament director. All players must have cleared the eligibility process with the conference including confirmation from the registrar for the Spring 2022 semester.

## Pool Phase

Teams are seeded based on 2021 15s competition results and placed in 4 pools.

Pool matches will flow 1 v 3, 1 v 2, 2 v 3 from pool A to pool D.

### Match Point System

Win = 3 Points

Draw = 2 Points

Loss = 1 Point

No Show = 0 Points



No extra time should be played during the pool phase.

Ranking at the conclusion of the pool phase will be #1 - #3 based on their cumulative match points.

If at the conclusion of pool play, two teams have equal match points, the winner of the match in which the two tied teams have played will be the higher ranked. If that match was a draw the following shall be used to determine higher rank:

- i. The team which has the best difference between points scored for and points scored against in all of its pool matches shall be the higher ranked,
- ii. The team which has the best difference between tries scored for and tries scored against in all its pool matches shall be the higher ranked,
- iii. The team which has score most points in all its pool matches shall be the higher ranked,
- iv. The team which has scored most tries in all its pool matches shall be the higher ranked,
- v. If none of the above produce a result, then it will be resolved with a toss of a coin.

## Knock-Out Phase

Based on the final ranking in each pool, the knock-out phase structure will be as follows:

Cup: A1 v D2, C1 v B2, D1 v A2, B1 v C2

Challenge: A3 v D3, B3 v C3

During the knock-out competitions, in the event of a match being drawn at the end of normal time, sudden death / extra time will be played until a winner is determined. A two (2) minute water break will be held at the end of normal time.

The extra time played is 5 minutes. After each period the teams will change ends without interval. In extra time the team which scores first will immediately be declared the winner without further play. A toss by the team coaches will determine which team will kickoff the commencement of the extra time and chose which end the team will kickoff from.

## Technical Zone

Each team is allowed to have the following 3 personnel in the technical zone during their matches: Coach, Team Manager, Medic/Physio, and 5 reserve players (3 of which may carry water with distinctive bibbs). Please note that the team manager and coach are not permitted to enter the Field of Play other than during half-time. All other team personnel, unrostered players, supporters, parents, and alumni must remain on the spectator sideline and are not permitted in the technical area.