

Boys Rugby 7s Vancouver Island Championship

HOST VENUE: Belmont Secondary School, 3041 Langford Lake Road, Victoria
Games will be played at Starlight Stadium and Goudy Field.

COST: \$275 per team - payable to SD62, in the check memo please note Belmont Sr. Boys Rugby

DATES: May 12 & 13, 2025

Team qualifications:

Sr. Pools					
			Pool	Seed	School
A	A1	Belmont	B	B1	GP Vanier
	A2	NDSS		B2	Reynolds
	A3	Spectrum		B3	John Barsby
	A4	Highland		B4	GNS

Jr. Pools					
			Pool	Seed	School
A	A1	Belmont	B	B1	Mark Isfeld
	A2	GP Vanier		B2	QMS
	A3	Spectrum		B3	GNS
	A4	Carihi High		B4	Stelly's

VISSA ISLAND CHAMPIONSHIPS

RULES AND REGULATIONS
SR/JR BOYS RUGBY 7's
2025 Belmont Secondary

TEAM ROSTER:

1. All participating players must meet the eligibility requirements set out in Section 6 of the BC SCHOOL SPORTS Competitive Rules and Regulations.
2. Each participating team shall be limited to a maximum of fourteen registered players.
3. Please bring a paper copy of your BCSS Roster from STARS. Your school's Athletic Director will provide you with this information. (Needs Athletic Director Signature). Please give this to the Tournament Coordinator before the team's first game of the Tournament. (Either Dave Mayert or Travis Gorski).

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BERTHING:

A proportional representation system is used to allocate berthing for the Island Championships. The allocation of berths to a region is weighted by dividing the number of teams in that region by the quotient. The quotient is calculated by dividing the total number of participating teams by the total number of berths (8). The number of berths for each region will then be rounded using standard rounding procedures. There will be no host berth given at the Senior level. All teams must have participated in and will be seeded by the results of their area championship.

TOURNAMENT FORMAT:

1. On the first day of competition, play shall consist of matches between teams in the same pool on a round-robin basis. Three points shall be awarded for a win and one point for a tie.

2. Placing within each pool shall be determined according to the total number of points accumulated for wins and ties in round-robin play. Should two teams have the same number of points, the winner of the pool game between the two teams involved shall advance to the next level of competition. Should there be three or more teams with the same number of points, advancement to the next level of competition shall be determined according to the following order:

- a. the difference between points scored and points conceded;
- b. more tries scored;
- c. more goals (converted tries) scored;
- d. a coin toss.

3. On the second day of competition, pool winners together with the second place teams shall compete for the 'Cup' (1st to 4th). Third and fourth place teams shall compete for the 'Plate' (5th to 8th).

4. Tournament Draw Template is at the end of the document.

RULES & REGULATIONS:

The Laws of the Game of Rugby Sevens as framed by World Rugby. These include Variations to the Laws of the Game at the Under-19 level, and the approved 'Standard Set of Variations Appropriate for the Seven-a-Side Game'. The Standard Set of Variations in relation to Law 10 (Kick-Off), Law 13 (Kick at Goal After a Try) and Law 27 (Penalty Kick) apply, except that all infringements at the Kick-Off by the kicking team as specified below will result in a Free Kick at the centre of the half-way line awarded to the non-offending team:

- a. Ball not reaching opponents' 10 metre line, unless first played by an opponent;
- b. Ball kicked directly into touch;
- c. Players of the kicker's team in front of the ball when it is kicked;
- d. Ball kicked into In-Goal where it is immediately made dead by the non-kicking team, or ball becomes dead by crossing the Touch-in-Goal or Dead Ball line.

GAME DURATION AND TIE-BREAKING PROTOCOL

1. Games shall be of fourteen minutes duration, having seven minutes each half and a two minute interval.

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2. Should teams be tied at the end of regulation time in 'Cup' championship medal games, and games which determine winners of the 'Plate', 'Bowl' and 'Shield' competitions, the winner shall be determined according to the following order:

- a. two periods of five minutes extra time shall be played, during which the first score shall be conclusive;
- b. more tries scored;
- c. more goals (converted tries) scored;
- d. first points scored in the game.
- e. If no score - if the game is 0-0, result determined by coin toss.:

Should there be extra time played, the team that kicked off to begin the game shall again kick off to begin the first period. The opposing team shall take the second kick off (if required). There shall be no interval between the two periods.

REPLACEMENT AND SUBSTITUTION

1. In the event that a team can field only seven or fewer fit players during the first day of competition, a decision as to replacements shall be made by the Tournament Arbitration Committee.
2. In the event that a team is unable to field seven players during 'Cup', 'Plate', 'Bowl' and 'Shield' competition, the team shall forfeit the game.
3. We will allow rolling substitutions with a maximum number of subs of 10 in any one game. Please advise the referee of the substitution and have players enter and exit from the mid-field line.

TOURNAMENT FEES:

Each participating team may be levied an entry fee determined by the Tournament Organizing Committee and payable to it. (275\$)

RISK MANAGEMENT:

1. Any player with a suspected concussion must receive clearance from a medical doctor prior to competing in the remaining games of the tournament.
2. Wearing mouthguards is mandatory. No player will be permitted to participate without one.
3. Compliance Protocol (approved by the BC Rugby Referees Society): Referees will be asked to see mouthguards during the pre-game boot check. If a player is seen to be not wearing his mouthguard during a game, the referee will send him off the field to get one. The game should be restarted, and the player (or replacement) permitted to enter the game at the next stoppage, provided he is wearing a mouthguard. There will be no other sanction applied.

PROCEDURE FOR DEALING WITH IMPROPER CONDUCT BY PLAYERS:

1. Any player red carded will have a disciplinary hearing with a judicial committee to deal with any ejection. Such action may be appealed by the player to the Tournament Arbitration Committee. (Mr. Cam Smith VP, Kris Walushka AD)
2. Copies of correspondence concerning discipline shall be sent to the VISSAA President (or designate) and to:
 - a. the player involved
 - b. the player's coach (or sponsor) and principal
 - c. the player's local Athletic Association

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9. Senior Boys Draw:

Senior Boys Table						
Pool	Seed	School	Wins	Losses	Draws	Points
A	A1	Belmont				
	A2	NDSS				
	A3	Spectrum				
	A4	Highland				
B	B1	GP Vanier				
	B2	Reynolds				
	B3	John Barsby				
	B4	GNS				

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Senior Boys Draw - Monday, May 12							
Round	Time	Field	Game Description	Team	Score	Team	Score
1	12:00pm	Starlight	Pool A	Belmont		Highland	
2	12:20pm	Starlight	Pool A	NDSS		Spectrum	
3	12:40pm	Starlight	Pool B	GP Vanier		GNS	
4	1:00pm	Starlight	Pool B	Reynolds		John Barsby	
5	1:20pm	Starlight	Pool A	Belmont		Spectrum	
6	1:40pm	Starlight	Pool A	NDSS		Highland	
7	2:00pm	Starlight	Pool B	GP Vanier		John Barsby	
8	2:20pm	Starlight	Pool B	Reynolds		GNS	
9	3:00pm	Starlight	Pool A	Belmont		NDSS	
10	3:20pm	Starlight	Pool A	Spectrum		Highland	
11	3:40pm	Starlight	Pool B	GP Vanier		Reynolds	
12	4:00pm	Starlight	Pool B	John Barsby		GNS	

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Senior Boys Draw - Tuesday, May 13							
Round	Time	Field	Game Description	Team	Score	Team	Score
13	11:20am	Goudy		3rd pool A		4th pool B	
14	11:40am	Goudy		3rd pool B		4th pool A	
15	11:20am	Starlight		1st pool A		2nd pool B	
16	11:40am	Starlight		1st pool B		2nd pool A	
17	1:00pm	Goudy	7th-8th place	Loser game 13		Loser game 14	
18	1:20pm	Goudy	5th-6th place	Winner game 13		Winner game 14	
19	1:00pm	Starlight	3rd-4th place	Loser game 15		Loser game 16	
20	1:20pm	Starlight	1st-2nd place	Winner game 15		Winner game 16	

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10. Junior Boys Draw

Junior Boys Table						
Pool	Seed	School	Wins	Losses	Draws	Points
A	A1	Belmont				
	A2	GP Vanier				
	A3	Spectrum				
	A4	Carihi High				
B	B1	Mark Isfeld				
	B2	QMS				
	B3	GNS				
	B4	Stelly's				

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Junior Boys Draw - Monday, May 12							
Round	Time	Field	Game Description	Team	Score	Team	Score
1	12:00pm	Goudy	Pool A	Belmont		Carihi High	
2	12:20pm	Goudy	Pool A	GP Vanier		Spectrum	
3	12:40pm	Goudy	Pool B	Mark Isfeld		Stelly's	
4	1:00pm	Goudy	Pool B	QMS		GNS	
5	1:20pm	Goudy	Pool A	Belmont		Spectrum	
6	1:40pm	Goudy	Pool A	GP Vanier		Carihi High	
7	2:00pm	Goudy	Pool B	Mark Isfeld		GNS	
8	2:20pm	Goudy	Pool B	QMS		Stelly's	
9	3:00pm	Goudy	Pool A	Belmont		GP Vanier	
10	3:20pm	Goudy	Pool A	Carihi High		Spectrum	
11	3:40pm	Goudy	Pool B	Mark Isfeld		QMS	
12	4:00pm	Goudy	Pool B	GNS		Stelly's	

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Junior Boys Draw - Tuesday, May 13							
Round	Time	Field	Game Description	Team	Score	Team	Score
13	10:40am	Goudy		3rd pool A		4th pool B	
14	11:00am	Goudy		3rd pool B		4th pool A	
15	10:40am	Starlight		1st pool A		2nd pool B	
16	11:00am	Starlight		1st pool B		2nd pool A	
17	12:20pm	Goudy	7th-8th place	Loser game 13		Loser game 14	
18	12:40pm	Goudy	5th-6th place	Winner game 13		Winner game 14	
19	12:20pm	Starlight	3rd-4th place	Loser game 15		Loser game 16	
20	12:40pm	Starlight	1st-2nd place	Winner game 15		Winner game 16	

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Coaches Checklist:

- Please bring a paper copy of your BCSS Roster from STARS. Your school's Athletic Director will provide you with this information.
- A paper copy of your Zone Championship Roster must be attached to the STARS document.
- Teams are allowed to have a maximum of 14 players on their roster. Your player roster will be checked to ensure they are registered with BCSS.
- Cheques can be made to "School District 62" with "Belmont Boy's Rugby" in the note
- First Aid will be covered through an athletic trainer located at each field. Taping jobs will have a small fee, \$5 for a wrist or ankle, \$10 for a knee or shoulder.
- A concession selling hot dogs, drinks, and other snacks will be available on both days at Goudy field. Drinks will be available for sale at Starlight.
- There will be change rooms and washrooms available at Starlight Stadium.
- There are washrooms at Goudy Field, but no change rooms.
- Tents - can be set up in the coned off area in the parking lot at the top of Goudy. Please do not set up tents at Starlight, we will have full access to the grandstands.
- Stations to fill up water bottles will be available at both Starlight and Goudy
- There should not really be any reason for players to enter the school, but if required please remove your cleats
- Please keep your subs and coaching staff in the technical area on the north side of the fields, these areas will be marked off, and have players enter and exit from the mid-field line.
- We will allow rolling substitutions with up to a maximum of ten (10) substitutions in any game for the Island 7s as per BCSS rules.
- Warm ups: there is a small area beyond the dead ball line on Goudy where you can warm up, or you can choose to warm up on the Belmont Field located behind the school. There is lots of room to warm up beyond the dead ball line at Starlight Stadium.
- Parking: on Monday, May 12 we have a Pro D day, so there should be a lot of parking at the school. On Tues, May 13 please do not use the school parking lot and park in the outlined areas shown on the map below.

