



2026 SSA Rugby 7s Provincials

Tournament Rules & Clarifications

To ensure consistency across all matches at the 2026 Rugby 7s Provincial Championships, the following clarifications have been established in consultation with the Rugby Commissioners, the SSA Coordinator, and the RAMOA Match Officials Committee Head.

1. Match Format & Tie Procedures

Girls Division

3A Girls (9-Team Draw)

- Games cannot end in a tie at any stage of the tournament.

4A/5A Girls (6-Team Round Robin)

- Games cannot end in a tie at any stage of the tournament.

Boys Division

3A Boys & 4A/5A Boys (8-Team Championship Draws)

- Games cannot end in a tie at any stage of the tournament.

Where required, match standings and rankings will follow the current SSA Rugby 7s policy:

Win	4 Points
Tie	2 Points
Bonus: 4 tries or more	1 Point
Bonus: Loss by 7 or less	1 Point
Loss by more than 7	0 Points

Pool Play Tiebreakers (SSA Policy):

1. Head-to-head result
2. Win/loss ratio
3. Number of tries scored
4. Coin toss

2. Overtime Procedure

If a match is tied at the end of regulation and a winner must be declared:

Golden Point Overtime

- A single 4-minute sudden-death period will be played.
- The first team to score wins immediately.

If Still Tied

- Each team will select three kickers from players who were on the field at the conclusion of regulation time.
- Players will attempt drop goals from 15m directly in front of the uprights.
- If all players miss, teams move 5m closer.
- If all players score, teams move 5m farther back.
- The process continues until a winner is determined.

3. Conversion Kicks

For consistency throughout the tournament, teams may elect to take conversion attempts from either side of the uprights for all matches, provided the kick remains in line with the mark, in accordance with Match Official direction. Players must complete the conversion kick within 30 seconds of the try being scored. If it is not completed before the 30 second mark, the conversion kick does not count.

4. Touch Judges/Assistant Referees

Due to match official availability:

Pool Play/Round Robin Matches

- Teams are required to provide a touch judge when requested. The touch judge should be an assistant coach or adult with advanced rugby knowledge. Do not use students.

Medal/Final Matches

- Assistant Referees (ARs) will be provided and are guaranteed.

Empowered Assistant Referees in Finals

In medal/final matches, Assistant Referees may be empowered by the Match Official to assist with additional decisions beyond touch (e.g., foul play, dangerous play, forward passes, in-goal decisions), at the discretion of the referee.

5. Discipline and Card Procedures

Yellow Cards

Please note that yellow cards will not be formally tracked at the scorekeeper's table. Coaches are expected to monitor player discipline. Yellow card = 2 minutes.

- Two yellow cards = one red card

Red Cards

A red card results in:

- Immediate removal from the current match, and
- A mandatory review by tournament officials and Match Officials to determine any additional sanctions, which may include suspension from subsequent match(es) or removal from the remainder of the tournament.

Sanctions will be determined based on the nature and severity of the offence. Not all red cards will be treated equally.

Examples of Potential Outcomes

- A player receiving a red card for dangerous play may be removed from the current match and possibly suspended for the next scheduled game upon review.
- A player receiving a red card for serious foul play or deliberate intent to injure may face suspension for the remainder of the tournament upon review.

6. Technical Chair & Grievance Process

Tournament concerns, grievances, or rules clarifications will be addressed by the:

- Host Organizing Committee (Bruce Carbert and/or Amanda West)
- The SSA Organizer (Shelbea McLennan)
- A Rugby Commissioner (Brent Gough and/or Mark Grillandini)

This group will serve as the tournament's Technical/Grievance Committee for matters requiring formal review.