



**VERACRUZ 2014**

XXII CENTRAL AMERICAN  
AND CARIBBEAN GAMES

# TECHNICAL MANUAL **RUGBY SEVENS**

XXII CENTRAL AMERICAN AND CARIBBEAN GAMES  
VERACRUZ 2014



A large, stylized sunburst graphic in a light gray color, composed of many overlapping, rounded rectangular segments radiating from a central point. The graphic is positioned on the right side of the page, partially overlapping the text area.

## TECHNICAL MANUAL

This document is susceptible to updates, it is highly recommended to consult our official website: [www.veracruz2014.mx](http://www.veracruz2014.mx) to get the most recent version of this manual

## RUGBY SEVENS

### IRB

## International Rugby Board

**President: Bernard Lapasset**

Huguenot House, St Stephen's Green 35-38 Dublin 2, Irlanda.

+(353) 1240 9200 +(353) 1240 9201 fax

irb@irb.com | [www.irb.com](http://www.irb.com)

### NACRA

## North America Caribbean Rugby Association

**President: Bob Latham**

P.O. Box 4441 Road Town, Tortola, VG1110 British Virgin islands.

+ 1 (284) 494 2679 fax

<http://www.nacrugby.com>

### FMR

## Mexican Rugby Federation

**President: Francisco Echeguren**

Presidencia No. 42 Int. 4, Col. Irrigacion, Mexico, D.F. Mexico.

+(52 55) 5207 3562 +(52 55) 5207 3562 fax

mexrugby@prodigy.net.mx | [www.mexrugby.com](http://www.mexrugby.com)

## TECHNICAL DELEGATE

**Tom Jones (International Rugby Board)**

tom.jones@irb.com



## DATE AND PLACE OF COMPETITION

The Rugby Sevens competition of the XXII Central American and Caribbean Games Veracruz 2014 will be held on November 28 and November 29, 2014 at the High Performance Center in Veracruz.

## EVENTS AND MEDALS

The events of the Rugby Sevens competition of the XXII Central American and Caribbean Games Veracruz 2014 are:

		<b>Medals</b>		
<b>Gender</b>	<b>Events</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
Women's	Team	1	1	1
Men's	Team	1	1	1
<b>Total Medals Rugby Sevens</b>		<b>2</b>	<b>2</b>	<b>2</b>



## COMPETITION FORMAT

The Tournament shall be played according to the current **IRB Laws of the Game** and the **IRB Regulations of the Game**, subject to additional specifications contained in the CACSO Rules and Regulations Manual. These Laws and Regulations can be found on the IRB website: [www.irb.com](http://www.irb.com)

Issues of technical nature will be solved by the Delegate or the Commission of the IRB managing the Games according to the IRB Laws and Regulations in force at the time of the Tournament.

Issues of general nature, not covered by these regulations, will be solved by the Organizing Committee according to CACSO's regulations.

### Events and competition system

#### MALE - 8 teams

Two groups of four teams (countries) will be created. The placing of the teams will be through seeding.

Team seeding will be determined by the IRB.

#### Competition Format

The teams play against each of the other teams in their pool.

Following the pool rounds the teams are ranked and proceed to knock out rounds and medal/placement matches as indicated below.



**FEMALE - 6 teams**

One group of six teams (countries) will be created.

Team seeding will be determined by the IRB.

**Competition Format**

The teams play against each other in the pool.

Following the pool round the teams are ranked and proceed to medal/placement matches as indicated below.

**MALE**

1.1 All Matches shall be played according to the current Laws of the Game as framed by the IRB. In cases of difference in interpretation, the English text of the IRB Handbook shall be authoritative and final.

1.2 The 8 Teams competing will be grouped into 2 pools of four as follows:

<b>Pool A</b>	<b>Pool B</b>
A1 = 1st seed	B1 = 2nd seed
A2 = 4th seed	B2 = 3rd seed
A3 = 5th seed	B3 = 6th seed
A4 = 8th seed	B4 = 7th seed



1.3 Play on the first day of the Tournament will consist of matches between teams in the same pool on a round robin basis. No extra time will be played in pool matches. Points will be awarded for these matches on the following basis:

**Win = 3 points**

**Draw = 2 points**

**Loss = 1 point**

**No show = 0 points**

(i) If a Team willfully refuses to play, or willfully abandons a Match in progress, without the prior consent of the Match Referee, then, subject to confirmation by the Technical Delegate or IRB Commission, that Team will be expelled from the Tournament.

(ii) If a Team has been expelled from the Tournament, for whatever reason, then

- that Team shall be deemed to have been awarded no pool competition table points and to have scored no tries or points in the pool Matches; and
- for the purposes of determining standings in the pool competition table, all Match results against such Team shall be deemed null and void. This means that all pool competition table points awarded in Matches against the expelled Team and tries and points scored or conceded in Matches against such Team will not be taken into account in determining standings in the pool competition table.



#### 1.4 Determining Pool Table Standings

(1) Position in the pool competition table shall be determined by competition points as set out in 1.3 above.

(2) If at the conclusion of the pool stage, two Teams are equal on competition points for any position in the pool, such position in the pool competition table will be determined on the result of the Match between the two equal Teams. The Team that won that Match shall be deemed to have finished higher in the pool competition table.

(3) If the Match between the two Teams equal on competition points at the end of the pool stage was a draw, then the following process shall be used to determine the placings.

(I) The margin of points scored for and against a Team in all pool Matches shall be considered. The Team with the highest positive margin of points shall be ranked higher in the pool competition table:- if the tie remains unresolved then:

(II) The margin of tries scored for and against a Team in all pool Matches shall be considered. The Team with the highest positive margin of tries shall be ranked higher in the pool competition table: if the tie remains unresolved then:

(III) The Team that has scored the highest number of points in the pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then;



- (IV) The Team that has scored the highest number of tries in the pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then:
- (V) The tie will be resolved by the toss of a coin between the Team Mangers concerned.
- (4) If at the end of the pool stage more than two Teams are tied on points then the following process shall be used to determine the placings:
- (I) The margin of points scored for and against a Team in all pool Matches will be considered. The Team with the highest positive margin of points shall be ranked highest in the pool competition table: if the tie remains unresolved then:
- (II) The margin of tries scored for and against a Team in all pool Matches will be considered. The Team with the highest positive margin of tries shall be ranked higher in the pool competition table, if the tie remains unresolved then:
- (III) The Teams concerned shall be ranked by reference to the number of points scored in all pool Matches. The Team with the highest number of points scored in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then:



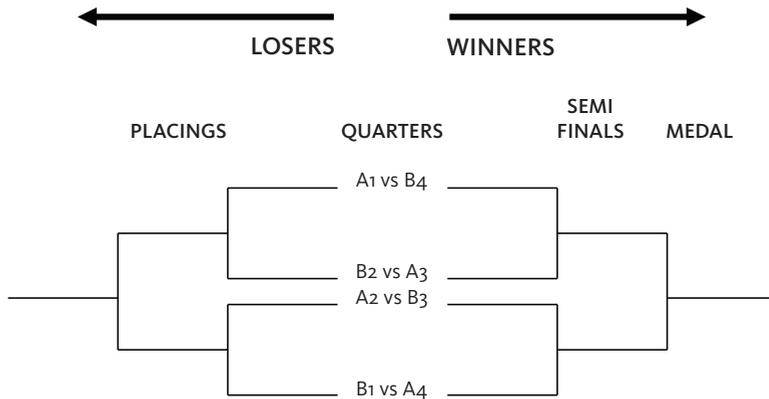
(IV) The Teams concerned shall be ranked by reference to the number of tries scored in all pool Matches. The Team with the highest number of tries scored in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then:

(V) The tie will be resolved by the toss of a coin between the Team Managers concerned

(5) At the conclusion of Pool Matches, teams will be positioned in their pools as per 1.4 above and will play as follows:

A1	V	B4
B2	V	A3
A2	V	B3
B1	V	A4

The knockout process is as follows:



During the knock-out competition on Day 2, if there is a tie teams will continue to play after a two-minute break in five minute halves with a two minute break until a score is made. During the 2 minute break at the end of the Match the Team Managers will conduct a Toss to determine the team that will re-start the match. The first team to score will be declared the winner.

In the event of a match being tied at the end of normal time, extra time will be played until a winner is determined.

1.5 The duration of Matches, other than the Gold/Silver Medal final, will be seven minutes each half with a two-minute half time interval. The duration of the Gold/Silver Medal final will be 10 minutes each half with a two-minute half time interval.

1.6 Apart from the willful abandonment of a match and subsequent expulsion under 1.3 in the event of a Match having to be stopped after its commencement under the provisions of the Laws of the Game, then subject to confirmation by the Technical Delegate or IRB Commission, the following procedure shall apply:

#### **(a) Pool Matches**

(I) Where a pool Match has been abandoned either at half-time or at any time in the second half the result and any points and tries scored by each team in the match shall stand.

(II) Where a pool Match has been abandoned during the first half the result shall be declared a draw.

(III) Where a pool Match has been declared a draw then for that Match each Team will be awarded two Match points and any points and tries scored will count towards the total points and tries scored by each Team in all their pool matches.



## (b) Knock Out Matches

(I) Where a Match has been abandoned either at half time or at any time in the second half the result shall stand. If both Teams are tied then the provision within clause 1.4 shall be used to ascertain a winner with points scored in all matches in the Tournament taken into consideration. However, if one of the Teams participated in a Pool where a Team was expelled, for whatever reason, then the matter will be referred to the Disputes Committee, which shall decide the most appropriate method for determining the winner of the tied knock out Match.

(II) If a Match has been abandoned during the first half the result shall be declared a draw and the provisions within clause 1.4 shall be used to ascertain the winner with points scored in all matches in the Tournament taken into consideration. However, if one of the Teams participated in a Pool where a Team was expelled, for whatever reason, then the matter will be referred to the Disputes Committee, which shall decide the most appropriate method for determining the winner of the tied knock out Match.

1.7 A match shall be played by no more than seven players in each team on the playing area. A player may be replaced on account of injury or substituted. A team may nominate no more than five replacements/substitutes. A team can substitute or replace all 5 players. Temporary replacement for a blood injury to a player is permitted. A player who has been replaced through injury may not resume play in the same match except if temporarily replaced for a blood injury. A player who has been substituted may not resume



play in the same match except as a temporary replacement for a player with a blood injury. No replacement or substitution may be made except with the permission of the Referee, and only during a stoppage in play.

1.8 Only players, the referee, touch judges, water carriers (as per 1.7 above) and medically trained persons, in order to tend to an injured player may enter the playing area. During the interval coaches, water carriers and camera crews may enter the playing area but they must leave it before resumption of play and must not do anything to delay the playing of the match.

1.9 A player sent from the field, under IRB Law 10, will not be permitted to play again until the matter has been dealt with, in accordance with the applicable Tournament Disciplinary rules.

### **1.10 Toss**

(I) The toss to decide who will kick off and to choose ends will take place at half time in the preceding match. The toss shall be conducted by the match referee with a representative of each team in attendance.

### **1.11 On-Field Presentation**

1.11.1 Teams and players must participate in Tournaments in their national sevens team strip, which must be registered prior to the commencement of the Tournament and in advance of the Tournament. All players in a Participating Team must wear the same jersey, shorts and socks that are of a standard commensurate with the prestige of an international Rugby match.



1.11.2 They must have an alternate set of jerseys to wear for games where there is a colour clash. The alternate set of jerseys must also be registered with the Competition Manager.

1.11.3 For any match where there is a colour clash, the Team wearing the alternate kit will be determined by a coin toss or at the direction of the Competition Manager.

1.11.4 Squad numbers (1-12) will be assigned to all players who participate in any Match in a Tournament in CACSO 2014. Once assigned a number, a player will retain such number for the duration of the Tournament. Numbers must be of a sufficient size and suitable design, preferably white if on coloured shirts and black if on white shirts, so as to be clearly identifiable from commentary and match tracking positions in the stands. Please note that in the case where the jersey has either a hoop or patterned design, the numbers must have a white background and border in order to ensure that players can be clearly identified. The alternate set of jerseys must also be clearly numbered 1-12.

## **1.12 Technical Zone**

1.12.1 Each team is allowed to have the following personnel in the technical zone during Matches: Coach, Manager, Physiotherapist and five reserve players.

1.12.2 A maximum of three personnel other than the Manager and Coach are allowed to enter the field of play for the purposes of water carrying (which is only permitted when play is stopped for an injury or when a try has been scored). The water carriers must wear the technical zone bibs provided by the IRB at all times.

1.12.3 Except as specified in 1.12.2 or as otherwise allowed under the laws and regulations of the game, all non-playing personnel must remain inside the technical zone, which will be clearly marked.



## FEMALE

1.1 All Matches shall be played according to the current Laws of the Game as framed by the IRB. In cases of difference in interpretation, the English text of the IRB Handbook shall be authoritative and final.

1.2 The 6 Teams competing will be grouped into one pool.

1.3 Play will consist of matches between teams in the pool on a round robin basis. No extra time will be played in pool matches. Points will be awarded for these matches on the following basis:

**Win = 3 points**

**Draw = 2 points**

**Loss = 1 point**

**No show = 0 points**

(I) If a Team willfully refuses to play, or willfully abandons a Match in progress, without the prior consent of the Match Referee, then, subject to confirmation by the Technical Delegate or IRB Commission, that Team will be expelled from the Tournament.

(II) If a Team has been expelled from the Tournament, for whatever reason, then

- that Team shall be deemed to have been awarded no pool competition table points and to have scored no tries or points in the pool Matches; and



- for the purposes of determining standings in the pool competition table, all Match results against such Team shall be deemed null and void. This means that all pool competition table points awarded in Matches against the expelled Team and tries and points scored or conceded in Matches against such Team will not be taken into account in determining standings in the pool competition table.

#### 1.4 Determining Pool Table Standings

(1) Position in the pool competition table shall be determined by competition points as set out in 1.3 above.

(2) If at the conclusion of the pool stage, two Teams are equal on competition points for any position in the pool, such position in the pool competition table will be determined on the result of the Match between the two equal Teams. The Team that won that Match shall be deemed to have finished higher in the pool competition table.

(3) If the Match between the two Teams equal on competition points at the end of the pool stage was a draw, then the following process shall be used to determine the placings.

(I) The margin of points scored for and against a Team in all pool Matches shall be considered. The Team with the highest positive margin of points shall be ranked higher in the pool competition table:- if the tie remains unresolved then:

(II) The margin of tries scored for and against a Team in all pool Matches shall be considered. The Team with the highest positive margin of tries shall be ranked higher in the pool competition table: if the tie remains unresolved then:



(III) The Team that has scored the highest number of points in the pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then;

(IV) The Team that has scored the highest number of tries in the pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then:

(V) The tie will be resolved by the toss of a coin between the Team Mangers concerned.

(4) If at the end of the pool stage more than two Teams are tied on points then the following process shall be used to determine the placings:

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(IV) The Teams concerned shall be ranked by reference to the number of tries scored in all pool Matches. The Team with the highest number of tries scored in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then:

(V) The tie will be resolved by the toss of a coin between the Team Managers concerned

(5) At the conclusion of Pool Matches, teams will be positioned as per 1.4 above and will play as follows:

**5th v 6th**  
**3rd v 4th Bronze**  
**1st v 2nd Gold**

During the knock-out competition, if there is a tie teams will continue to play after a two minute break in five minute halves with a two minute break until a score is made. During the 2 minute break at the end of the Match the Team Managers will conduct a Toss to determine the team that will re-start the match. The first team to score will be declared the winner.

In the event of a match being tied at the end of normal time, extra time will be played until a winner is determined.

1.5 The duration of Matches, other than the Gold/Silver Medal final, will be seven minutes each half with a two-minute half time interval. The duration of the Gold/Silver Medal final will be 10 minutes each half with a two-minute half time interval.



1.6 Apart from the willful abandonment of a match and subsequent expulsion under 1.3 in the event of a Match having to be stopped after its commencement under the provisions of the Laws of the Game, then subject to confirmation by the Technical Delegate or IRB Commission, the following procedure shall apply:

### **(a) Pool Matches**

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(III) Where a pool Match has been declared a draw then for that Match each Team will be awarded two Match points and any points and tries scored will count towards the total points and tries scored by each Team in all their pool matches

### **(b) Knock Out Matches**

(I) Where a Match has been abandoned either at half time or at any time in the second half the result shall stand. If both Teams are tied then the provision within clause 1.4 shall be used to ascertain a winner with points scored in all matches in the Tournament taken into consideration. However, if one of the Teams participated in a Pool where a Team was expelled, for whatever reason, then the matter will be referred to the Disputes Committee, which shall decide the most appropriate method for determining the winner of the tied knock out Match.



(II) If a Match has been abandoned during the first half the result shall be declared a draw and the provisions within clause 1.4 shall be used to ascertain the winner with points scored in all matches in the Tournament taken into consideration. However, if one of the Teams participated in a Pool where a Team was expelled, for whatever reason, then the matter will be referred to the Disputes Committee, which shall decide the most appropriate method for determining the winner of the tied knock out Match.

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1.8 Only players, the referee, touch judges, water carriers (as per 1.7 above) and medically trained persons, in order to tend to an injured player may enter the playing area. During the interval coaches, water carriers and camera crews may enter the playing area but they must leave it before resumption of play and must not do anything to delay the playing of the match.



1.9 A player sent from the field, under IRB Law 10, will not be permitted to play again until the matter has been dealt with, in accordance with the applicable Tournament Disciplinary rules.

### **1.10 Toss**

(i) The toss to decide who will kick off and to choose ends will take place at half time in the preceding match. The toss shall be conducted by the match referee with a representative of each team in attendance.

### **1.11 On-Field Presentation**

1.11.1 Teams and players must participate in Tournaments in their national sevens team strip, which must be registered prior to the commencement of the Tournament and in advance of the Tournament. All players in a Participating Team must wear the same jersey, shorts and socks that are of a standard commensurate with the prestige of an international Rugby match.

1.11.2 They must have an alternate set of jerseys to wear for games where there is a color clash. The alternate set of jerseys must also be registered with the Competition Manager.

1.11.3 For any match where there is a color clash, the Team wearing the alternate kit will be determined by a coin toss or at the direction of the Competition Manager.



1.11.4 Squad numbers (1-12) will be assigned to all players who participate in any Match in a Tournament in CACSO 2014. Once assigned a number, a player will retain such number for the duration of the Tournament. Numbers must be of a sufficient size and suitable design, preferably white if on colored shirts and black if on white shirts, so as to be clearly identifiable from commentary and match tracking positions in the stands. Please note that in the case where the jersey has either a hoop or patterned design, the numbers must have a white background and border in order to ensure that players can be clearly identified. The alternate set of jerseys must also be clearly numbered 1-12.

### **1.12 Technical Zone**

1.12.1 Each team is allowed to have the following personnel in the technical zone during Matches: Coach, Manager, Physiotherapist and five reserve players.

1.12.2 A maximum of three personnel other than the Manager and Coach are allowed to enter the field of play for the purposes of water carrying (which is only permitted when play is stopped for an injury or when a try has been scored). The water carriers must wear the technical zone bibs provided by the IRB at all times.

1.12.3 Except as specified in 1.12.2 or as otherwise allowed under the laws and regulations of the game, all non-playing personnel must remain inside the technical zone, which will be clearly marked.



## COMPETITION SCHEDULE

Men´s Pool A	Men´s Pool B	Women´s Pool
A1	B1	W1
A2	B2	W2
A3	B3	W3
A4	B4	W4
		W5
		W6



Match no.	Pool	Day 1	Time
W1		W1 v W5	09:00
W2		W2 v W3	09:22
W3		W6 v W4	09:44
M1		A1 v A3	10:06
M2		A2 v A4	10:28
M3		B1 v B3	10:50
M4		B2 v B4	11:12
Interval (16 min)			11:34
W4		W2 v W5	11:50
W5		W3 v W4	12:12
W6		W1 v W6	12:34
M5		A1 v A4	12:56
M6		A2 v A3	13:18
M7		B1 v B4	13:40
M8		B2 v B3	14:02
Interval (6 min)			14:24
W7		W4 v W5	14:30
W8		W3 v W6	14:52
W9		W1 v W2	15:14
M9		A3 v A4	15:36
M10		B3 v B4	16:08
M11		A1 v A2	16:30
M12		B1 v B2	16:52
Day 1 ends			17:14



<b>Match no.</b>	<b>Day 2</b>	<b>Time</b>
W10	W6 v W2	09:00
W11	W4 v W1	09:22
W12	W5 v W3	09:44
	Break of 4 min.	10:06
M13	Medal Qtrs MA 1 v MB 4	10:10
M14	Medal Qtrs MB 2 v MA 3	10:32
M15	Medal Qtrs MA 2 v MB 3	10:54
M16	Medal Qtrs MB 1 v MA 4	11:16
	Interval (12 min)	11:28
W13	W4 v W2	11:50
W14	W1 v W3	12:12
W15	W5 v W6	12:34
M17	Loser M13 v Loser M14	12:56
M18	Loser M15 v Loser M16	13:18
M19	Winner M13 v Winner M14	13:40
M20	Winner M15 v Winner M16	14:02
	Interval (16 min)	14:24
W16	W5th Seed v W6th Seed	14:40
M21	Loser Match 17 v Loser M18	15:02
M22	Winner Match 17 v Winner M18	15:24
W17	W3th Seed v W4th Seed (WBronze Medal) (25mins)	15:46
M23	Loser M19 v Loser M20 (MBronze Medal) (25mins)	16:11
W18	W1st Seed v W2nd Seed (WGold & Silver)(30 min)	16:36
M24	Winner M19 v Winner M20 (30 min)	17:06
	<b>Ends Medal Presentations</b>	<b>17:36</b>



**Notes:**

- Men's Teams are re-positioned in their pools after Day 1 and play across pools in the Knockout Competition on Day 2
- Women's Teams are re-seeded 1 - 6 **after all Pool Matches have been played on Day 2.**
- Men's Matches 13 to16 are played so that the top teams in each pool should not meet until the Final
- 25 min. for Bronze Medal Matches and 30 min. for Gold & Silver Medal Matches

## MAXIMUM NUMBER OF COMPETITORS

According to the established quota by CACSO the Rugby Sevens competition will have a maximum of **a hundred and sixty eight (168)** athletes, in eight (8) teams in male competition and six (6) teams and the female competition, and a maximum of twelve (12) players per team.

Each NOC may enter a maximum of one (1) team per gender, as long as they meet the NACRA qualification criteria for Veracruz 2014.



## VERACRUZ 2014 QUALIFICATION SYSTEM

Teams qualify as follows:

a) Mexico is automatically qualified for being the host country with one team in each category.

b) The existing Rugby Sevens Women's and Men's tournaments in Central America (CONSUR) and in the Caribbean (NACRA) will be used to qualify on merit the teams to the XXII Central American & Caribbean Games Veracruz 2014.

a) NACRA: Cayman Islands, 9th-10th November 2013

- Women: the top three tournament places
- Men: the top four tournament places

b) CONSUR (date and place to be defined)

- Women: the top two tournament places
- Men: the top three tournament places

<b>Criteria</b>	<b>Women</b>	<b>Men</b>
Mexico (Host country)	1	1
NACRA	3	4
CONSUR	2	3
<b>Total</b>	<b>6</b>	<b>8</b>

### Qualifying system approval

This qualifying system was confirmed by the IRB on March 30th, 2012 at the IRB head office in Dublin, Ireland.



## MINIMUM NUMBER OF TEAMS

The minimum number of teams for the Rugby Sevens competition to take place is eight (8) for men and six (6) for women.

## ELEGIBILITY

IRB Regulation 8 continues to apply alongside CACSO Eligibility Requirements.

## TECHNICAL MEETING

- The Technical Meeting will take place on **November 26th 2014**, at the Central American and Caribbean Village at a time to be confirmed.
- Up to 2 representatives per NOC will be able to attend the Technical Meeting.
- The invitation cards to the Technical Meeting will be available to the heads of team at the Sports Information Center at the Central American and Caribbean Village upon their arrival.
- The Technical Delegate and the Rugby Sevens Competition Manager of the Organizing Committee will preside the meeting, which will be in English with translation to Spanish.



## TECHNICAL OFFICIALS

The international and national technical officials, judges/referees will be appointed by the international rugby board (IRB).

## PROTESTS AND APPEALS

Issues of technical nature will be solved by the Technical Delegate or the Commission of the IRB managing the Games according to the IRB Laws and Regulations in force at the time of the tournament.

## APPROVED SPORTS EQUIPMENT

The Rugby ball that will be used for competition is: Gilbert Size Five Virtu.



## MEDAL CEREMONIES

Medal Ceremonies will be conducted according to CACSO Regulations – Chapter XIII:

- **Winning Team:** A diploma for the team and a gold medal and a diploma for each team member
- **Second Place:** A diploma for the team and a silver medal and a diploma for each team member
- **Third Place:** A diploma for the team and a bronze medal and a diploma for each team member



## COMPETITION VENUE

The Rugby Sevens competition will take place at the High Performance Center in Veracruz.



