

BARRANQUILLA2018

XXIII CENTRAL AMERICAN
AND THE CARIBBEAN GAMES 2018



TECHNICAL
MANUAL

RUGBY



BARRANQUILLA 2018



ODECABE/CACSO

TECHNICAL MANUAL

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BARRANQUILLA 2018

XXIII CENTRAL AMERICAN
AND THE CARIBBEAN GAMES 2018

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ODECABE/CACSO

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CACSO

Central American and Caribbean
Sport Organization.

Address

Olympic House
Puerto Rico Olympic Committee
Second Floor, Suite CACSO
San Juan, PR 00908

Telephones

+1(787) 723-3890 | 721-6805 (Fax)

Mail

humbertocintron@msn.com

CACSO STAFF

Name	Position	Country
Ms. Myrna Febus	Adjunt Secretary	Puerto Rico
Dr. Enrique Amy	Medical Director	Puerto Rico
Mr. Carlos Uriarte	Head of Media	Puerto Rico
Ms. Carla Alonso	Events Operations	Puerto Rico
Lic. Julio E. Torres	Legal Advisor	Puerto Rico
Lic. Mario Rodríguez	Legal Advisor	Puerto Rico
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Name	Position	Country
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Mr. Hector Figueroa	Technical Advisor	Puerto Rico
Ing. Salvador Ortiz	Technical Advisor	Puerto Rico
Ms. Maria C. Muñoz	Technical Advisor	Puerto Rico

NATIONAL OLYMPIC COMMITTEES MEMBERS OF THE CACSO

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Bahamas	BAH			HON	Honduras
Barbados	BAR			ISV	Virgin Islands
Belize	BIZ			IVB	GB Virgin Islands
Bermuda	BER			JAM	Jamaica
Costa Rica	CRC			LCA	Saint Lucia
Cuba	CUB			NCA	Nicaragua
Cayman Islands	CAY			PAN	Panama
Dominica	DMA			PUR	Puerto Rico
Dominican Republic	DOM			SKN	Saint Kitts and Nevi
El Salvador	ESA			SUR	Surinam
Granada	GRN			TTO	Trinidad & Tobago
Guatemala	GUA			VEN	Venezuela
Mexico	MEX			VIN	Saint Vincent & the Grenadines
Host country				COL	Colombia

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	Saint Marten (SXM)		Turks & Caicos(TCA)		Curaçao (CUW)

COBAR 2018

XXIII Central American and the Caribbean Games Barranquilla 2018,
Organizing Committee

COBAR 2018 Physical Address
CRA 54 No. 74-127
Telephone
+(57) 311 230 3984

Official Webpage
www.barranquilla2018.com

COBAR 2018 ®

COBAR 2018 ORGANIZING COMMITTEE

NAME

Dr. Baltazar Medina

Dr. Alejandro Char Chaljud

Dr. Eduardo Verano De La Rosa

Dra. Clara Luz Roldán

Dr. Ciro Solano

Dr. Gonzalo Baute

Dra. Ana María Aljure

Dr. Carlos Acosta

Dr. Rafael Lafont

POSITION

- President (President Colombian Olympic Committee)
- Mayor of Barranquilla
- Governor of the Atlantico State
- National Director of COLDEPORTES
- Secretary General of Colombian
- District Secretary of Sports
- District Secretary General
- City Development Manager
- District Infrastructure Secretary

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TECHNICAL DIRECTION

NAME

Armando Segovia Ortiz

Alexander Gonzalez Vidal

Maria Llinas Bermejo

Jorge Cotte Bruges

Nelson Osorio Lentino

Maria Barraza Cervantes

Carmen Sanjuan Melendez

Maycol Thomas Gutierrez

Daniel Paez Bastidas

POSITION

- Director
- General Secretary
- National Olympic Committees
- Entry Coordinator
- Judgment
- Intl. Federations Communications
- Sports Management
- Sports Venues
- Sports Operations



RUGBY



RUGBY 7 WORLD RUGBY

International Rugby Federation

President: Bill Beaumont

World Rugby House, 8-10 Pembroke Street Lower, Dublin 2, Ireland

Teléfono: +353 1 240 9200

worldrugby@worldrugby.org | www.worldrugby.org

RAN / RUGBY AMERICA NORTH

President: Dennis Dwyer

P.O. Box 4441 Road Town Tórtola VG1110 Islas Vírgenes (GB)

+ 1 (284) 494 2679 fax

<http://www.nacrugby.com>

SAR / SUDAMERICA RUGBY

President: Marcelo Rodriguez

Dardo Rocha 2950, B1640FTR

Martínez, Buenos Aires, Argentina

Tel.: (5411) 4898-8500

<http://www.sudamericarugby.org>

FCR

COLOMBIAN RUGBY FEDERATION

President: Andres Gomez Castaño

Calle 48 número 70 – 180 Barrio estadio, Medellín,

Antioquia – Colombia./info@fecorugby.co | www.fecorugby.co

TECHNICAL DELEGATE

Santiago Ramallo (International Rugby Federation) (ARG)/Santiago.

ramallo@worldrugby.org

Competition Director: Mario Henao Restrepo

CHAMPIONSHIP MANAGERS:

MARIO ALEJANDRO HENAO RESTREPO

3046048997

competencias@fecorugby.co

DATE AND PLACE OF COMPETITION

The Rugby Sevens competition of the XXIII Central American and Caribbean Games Barranquilla 2018 will be held on August 1 and 2, 2018 at the Modern Stadium

EVENTS AND MEDALS

The events of the Rugby Sevens competition of the XXIII Central American and Caribbean Games Barranquilla 2018 are:

Medals

Gender	Event	Gold	Silver	Bronze
Men's	Team	1	1	1
Women's	Team	1	1	1
Total Medals		2	2	2

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COMPETITION FORMAT

The competition shall be played according to the current Laws of the Game and the World Rugby Rules. These laws and rules may be found in the World Rugby internet site: www.worldrugby.org

Issues of technical nature will be solved by the Delegate or the Commission of World Rugby managing the Games according to the World Rugby Laws and Rules in force at the time of competition.

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

EVENTS AND COMPETITION SYSTEM

MEN'S - 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 World Rugby.

COMPETITION FORMAT

The teams play against each of the other teams in their pool or gros equipos jugarán contra todos los otros equipos en su grupo.

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

WOMEN'S - 6 teams

One group of 6 teams (countries) will be created.
The Team seeding will be determined by World Rugby.

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.

MEN'S

1.1 All Matches shall be played according to the current Laws and Rules of World Rugby. In cases of differences of interpretation, the English text of the World Rugby Manual shall be authoritative and final.

1.2 The 8 teams competing will be grouped into 2 pools as follows:

POOL A

A1 = 1st seed
A2 = 4th seed
A3 = 5th seed
A4 = 8th seed

POOL B

B1 = 2nd seed
B2 = 3rd seed
B3 = 6th 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 this phase. Points will be awarded for these matches on the following basis:

Win = 3 points

Tie = 2 points

Loss = 1 puntos

No show = 0 points

- If a Team willfully refuses to play or willfully abandons a match, without prior consent of the match Referee, then, subject to confirmation by the Technical Delegate or the World Rugby Commission, that Team will be expelled from the Tournament.
- 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;
 - For the purpose 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 points awarded in matches against the expelled team will not be taken into account in determining standings in the pool competition table.

1.4 Determining Pool Table Standings

(1) The position of each team in the pool competition table shall be determined by competition points as set out in point 1.3.

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

(3) the following process will be used to determine positions within the pool table

The result or results obtained will be considered (win, tie or loss) in the same tournament, just in the match or matchs played between

them by tied teams; if the tie is unresolved then:

- 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:

- 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 still remains unresolved then;

- 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:

- 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:

- The tie will be resolved by the toss of a coin between the tied team managers.

(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 in the table:

- The result or results obtained will be considered (win, tie or loss) in the same tournament, just in the match or matches played between them by tied teams; if the tie is unresolved then:

- 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:

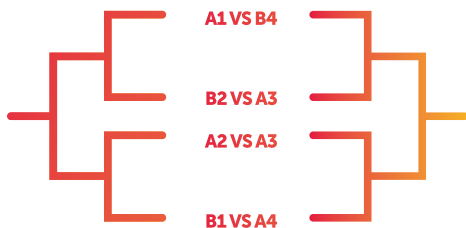
- The margin of tries scored for and against a Team in all pool matches shall be considered. The team with the highest positive margin of tries shall be ranked higher in the pool competition table. If the tie still remains unresolved, then:

- The tied teams will receive their ranking taking as a reference the number of points scored in all pool matches. The team with more points will have the highest ranking in its pool competition table. If

the tie still remains unresolved, then:

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

Then: REI knock-out elimination process is performed as indicated



During the knock-out competition on day 2, if there is a tie the 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

- the tied teams will receive their ranking according 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 highest in the pool competition table. If the tie remains unresolved, then:
- The tie will be resolved by the toss of a coin between the managers of the tied teams.

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

LOSERS WINNERS

During the knock-out competition on day 2, if there is a tie the 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 minutes 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 of the World Rugby Commission, the following procedure shall apply:

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POOL MATCHES

PLACINGS QUARTERS

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

SEMIFINALS

When 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

and 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.

KNOCK-OUT MATCHES

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 athletes per team in 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 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 World Rugby 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

The toss to decide who will kick off and to chose ends will take place at half time in the preceding match. The toss shall be conducted by the match referee with a resrepresentative 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 members of the involved teams will reach an agreement. If there is no agreement reached between them, the team that will wear the alternate uniform will be determined by a coin toss or at the direction of the Competition Manager.

1.11.4 Team squad numbers (1-12) will be assigned to all players who participate in any match in CACSO 2018 tournament. Once assigned a number, each athlete will retain such number for the duration of the tournament. Numbers should be of 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, Physical Therapist and five reserve players.

1.12.2 A maximum of 3 persons other than the Manager and the Coach are allowed to enter the field of play for the purpose of water carrying (which is only permitted when play is stopped) as 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.

WOMEN'S

1.1 All matches shall be played according to the current Laws of the Game of World Rugby. In cases of difference in interpretation, the English text of the World Rugby Handbook shall be authoritative and final.

1.2 The 6 teams competing will be grouped in 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

(III) 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.

(IV) 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;
- 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.

(II) The results obtained in the same tournament will be considered, (win, draw or loss) only in the matches played among the tied teams; if the tie remains unresolved then:

(III) 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 as per 1.4 above and will play as follows:

5th v 6th

3th 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

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.

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 present.

1.11 On-field Presentation

1.11.1 Teams and players must participate in Tournaments in their national Sevens team uniform, 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 CACSO 2018 tournament. 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

24 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 persons 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:

DAY	TIME	EVENT	CATEGORY	STAGE	
1 AUGUST	9:00	GAME 1	F	W1 V W5	
	9:22	GAME 2	F	W2 V W3	
	9:44	GAME 3	F	W6 V W4	
	10:06	GAME 1	M	A1 V A3	
	10:28	GAME 2	M	A2 V A4	
	10:50	GAME 3	M	B1 V B3	
	11:12	GAME 4	M	B2 V B4	
	16 MINUTES (11:34)				
	11:50	GAME 4	F	W2 V W5	
	12:12	GAME 5	F	W3 V W4	
	12:34	GAME 6	F	W1 V W6	
	12:56	GAME 5	M	A1 V A4	
13:18	GAME 6	M	A2 V A3		
13:40	GAME 7	M	B1 V B4		
14:02	GAME 8	M	B2 V B3		
6 MINUTES (14:24)					
14:30	GAME 7	F	W4 V W5		
14:52	GAME 8	F	W3 V W6		
15:14	GAME 9	F	W1 V W2		
15:36	GAME 9	M	A3 V A4		
16:08	GAME 10	M	B3 V B4		
16:30	GAME 11	M	A1 V A2		
16:52	GAME 12	M	B1 V B2		

9:00	GAME 10	F	W6 V W2
9:22	GAME 11	F	W4 V W1
9:44	GAME 12	F	W5 V W3
10:10	GAME 13	M	QUARTER FINALS MA 1 V MB 4
10:32	GAME 14	M	QUARTER FINALS MB 2 V MA 3
10:54	GAME 15	M	QUARTER FINALS MA 2 V MB 3
11:16	GAME 16	M	QUARTER FINALS MB 1 V MA 4
11:50	GAME 13	F	W4 V W2
12:12	GAME 14	F	W1 V W3
12:34	GAME 15	F	W5 V W6
12:56	GAME 17	M	DEFEATED M13 V DEFEATED M14
13:18	GAME 18	M	DEFEATED M15 V DEFEATED M16
13:40	GAME 19	M	WINNER M13 V WINNER M14
14:02	GAME 20	M	WINNER M15 V WINNER M16
14:40	GAME 16	F	SEED V W6° SEED
15:02	GAME 21	M	LOSER MATCH 17 V LOSER M18
15:24	GAME 22	M	WINNER MATCH 17 V WINNER M18
15:46	GAME 17	F	SEED V W4° SEED
16:11	GAME 23	M	DEFEATED M19 V DEFEATED
16:36	GAME 18	F	SEED V W2° SEED
17:06	GAME 24	M	WINNER M19 V WINNER

* The competition schedule will be confirmed during the Technical Meeting.

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

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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 Barranquilla 2018.

ENTRIES

Only NOCs recognized by CACSO, whose National Federations are affiliated to the International Federation, the Pan American Confederation or the corresponding Regional Sports Organism, may enter athletes in the XXIII Central American and Caribbean Games "Barranquilla 2018". If recognized by the Pan American Confederation of said sport and CACSO, Associate Members may also be allowed to participate.

ENTRY BY NUMBER

The Entry by Number forms (indicating the number of participants in each individual event and per team) shall be sent to the Organizing Committee of the XXIII Central American and Caribbean Games Barranquilla 2018 at the latest before midnight (Barranquilla, Colombia's time) of April 20, 2018 according to CACSO's Regulation, Chapter VIII

ENTRY BY NAME

For each eligible athlete to participate in the XXIII Central American and Caribbean Games Barranquilla 2018 it is necessary to fill out an entry by name form that should be contemplated by NOCs and will be re-received by the Organizing Committee before midnight (Barranquilla, Colombia's time) of Wednesday June 20, 2018 according to CACSO's Regulations, Chapter VIII.

Each NOC shall send the entry by number and entry by name forms in the official forms provided by the Organizing Committee, to be delivered six months before the Games.

If you have any doubt or for clarification purposes, the Organizing Committee has this e-mail address at your disposal:

inscripciones@baq2018.com

MINIMUM PARTICIPATION

For an event to be considered official they must have a minimum of five (5) teams, representing the same number of National Olympic Committees (NOCs). In the event one or more competitors and/or teams, after the Technical Meeting takes place, may not participate due to force majeure (verified by CACSO) the event will be carried out with a minimum of four (4) teams of the same number of NOCs

GENERAL RULES

The competitions of the XXIII Central American and Caribbean Games Barranquilla 2018 shall be held in accordance with CACSO Statute and the Rules of the corresponding International Federation in force during the Games. Cases not provided in the regulations mentioned above shall be resolved as follows:

Cases of general nature shall be resolved in accordance with CACSO Statute and with the Rules of the Central American and Caribbean Games.

Cases of technical nature shall be resolved in accordance with the procedures of the Pan-American Confederation or the Continental Organism.

UNIFORMS AND SPORTS EQUIPMENT

The Central American and Caribbean Games Regulations and the corresponding International Federation regulations must be followed as well as Rule 51 of the IOC, as per the rules established for NOCs in the Guidelines for the Use of Manufacturers Trademarks

TRAINING FACILITIES

Access will be granted only to accredited team members. General public and accredited press would not be allowed entry.

DOPING CONTROL

Doping control will be done according to CACSO's Medical Commission requirements, according to the corresponding International Federation Regulation and will follow the 2018 version of standards of the World Anti Doping Agency procedures (WADA)

PARTICIPATION

Only NOCs recognized by CACSO, which National Rugby Federations are members of the World Rugby Federation (World Rugby) and of the North American and Caribbean Rugby Confederation (RAN, Rugby Ameri-ca North), or the South American Rugby Confederation (SAR) may enter athletes in the Rugby 7 competition of the XXIII Central American and Caribbean Games, Barranquilla 2018. If recognized by RAN or SAR, Associate Members recognized by CACSO are also allowed to participate.

XXII CENTRAL AMERICAN AND CARIBBEAN GAMES VERACRUZ 2014

MINIMUM NUMBER OF TEAMS

The minimum number of teams for the Rugby 7 competition to take place is 8 for Men's and 6 for Women's.

ELIGIBILITY

IRB regulation 8 continues to apply alongside CACSO Eligibility requirements.

TECHNICAL MEETING

- The Technical Meeting will take place on July 31st at the Puerta de Oro Convention Center at 10:00 am, room 2.

Up to two representatives from each NOC will be able to attend this Technical Meeting.

TECHNICAL OFFICIALS

The international and national technical officials, as well as judges and 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.

SPORTS EQUIPMENT

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

- 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 and in Spanish
XXIII CENTRAL AMERICAN AND CARIBBEAN GAMES BARRANQUILLA 2018

MEDAL CEREMONIES

Medal ceremonies will be conducted according to CACSO Regulations – Chapter XIII.

- First place: A diploma for the team and a gold medal and a diploma for each athlete.
- Second place: A diploma for the team and a silver medal and a diploma for each athlete.
- Third place: A diploma for the team and a bronze medal and a diploma for each athlete.

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COMPETITION VENUE

The Rugby Sevens competition will take place at the Modern Stadium, in the city of BARRANQUILLA

GEOGRAPHICAL COORDINATES OF BARRANQUILLA, COLOMBIA

Latitude: 10°58'06" N

Length: 74°46'52" O

Height above sea level: 24 m

Average annual humidity: 79 -81%

T	Annual average temperature	28.2
	Maximum annual average temperature	32.8
TM	Minimum annual average temperature	25.0
V	Average wind speed(m/sec)	3.2

SUNRISE	SUNSET	SOLAR NOON	DURATION OF THE DAY
5:46	18:24	12:05	12h 37min 18s
Barranquilla Time Zone	UTC-05:00 o -05		UTC-05:00 o -05

DISTANCE TO MAIN CITIES OF COLOMBIA KM

Bogota	Cali	Cartagena	Santa Marta	Medellin
1302	1212	124	93	750

The official currency of Colombia is the Colombian peso.



**This document has**

been issued by the Technical Direction of
The XXIII Central American and Caribbean
Games Barranquilla 2018

Responsible

Alexander González Vidal

Apoyo:

Carmen San Juan Meléndez
Vivian Campo
Humberto Cintron Aybar
International Technical Delegates

Technical Director

Armando Segovia Ortiz

Graphic design:**Advertising Agency**

Maria Alejandra Abello
Anthony Morales Núñez



www.barranquilla2018.com



BARRANQUILLA 2018



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