



**BRITISH COLUMBIA
SECONDARY SCHOOLS'
RUGBY UNION**

BCSSRU Playoff Tie-Breaker Protocol

1. Should teams be tied at the end of regulation time, the winner shall be determined according to the following order:
 - a) Sudden death overtime will be played, during which the first score of any kind will end the game immediately. A maximum of two periods of five minutes extra time will be played. The rest of the Tie Breaker Protocol below will apply if no score occurs.
 - b) Most tries scored.
 - c) Most converted tries scored.
 - d) Most drop goals scored.
 - e) Most penalty goals (kicks) scored.
 - f) First points scored in the game.
 - g) Place kick at goal. Each team shall nominate one player. A coin toss shall determine the first player to attempt a place kick at goal. Both players shall attempt the same number of place kicks. The first kick shall be taken from behind the twenty-two metre line at the centre of the field. The team whose player is successful when the opposing team's player is unsuccessful shall be declared the winner. If both players are successful the referee shall move five metres directly back from the twenty-two metre line. If both players continue to be successful, the referee shall continue to move five metres directly back until a winner is declared.
2. In medal games (i.e. games which determine first, second and third placings), the protocol for breaking the tie shall stop at 2(f). If a tie occurs at this point, both teams shall share the appropriate medal placing.