



EMPIRE GEOGRAPHIC UNION RUGBY FOOTBALL UNION
P.O. Box 488, BOWLING GREEN STATION, NEW YORK, NY 10274

Summer 2016 - Empire 7s Series Rules High School Girls, High School Boys, Men

PREFACE

1. The Empire 7s Championship Series (“EGU 7s Series”) will consist of four (4) preliminary tournaments Downstate and three (3) preliminary tournaments Upstate from which the top teams will qualify for the Empire 7s Championship Tournament (“EGU 7s Championship”).
2. The overall winner of each EGU 7s Series will be determined by the points earned through the series. The winners of each division at the EGU 7s championship will be crowned Empire GU Champions.
3. All matches will be held in accordance with the laws of the game - [as specified by World Rugby](#) - as well as any and all applicable guidelines set forth by [USA Rugby](#) and the NRU. In particular, please ensure your club, team and all players meet the [USA Rugby Eligibility Regulations](#).

POINTS

4. Points will be awarded at each EGU 7s Series tournament as follows:
 - i. Cup Winner (1st place): 22 points
 - ii. Cup Runner-up (2nd place): 19 points
 - iii. Plate Winner (3rd place): 17 points
 - iv. Plate Runner-up (4th place): 15 points
 - v. Bowl Winner (5th place): 13 points
 - vi. Bowl Runner-up (6th place): 12 point
 - vii. Shield Winner (7th place): 10 points
 - viii. Shield Runner-up (8th place): 8 points
5. Additional points will be awarded for attendance:
 - A. For each tournament one (1) point will be awarded automatically when a team submits their tournament day CMS roster via email to the Tournament Director and Series Director by Friday night and then checks in on-site at registration.
 - B. Teams that appear at all of the EGU 7s Series tournaments will receive an additional five (5) points.
6. A team that forfeits any game on the day will not receive their attendance points.
7. Foreign or teams from outside the Empire GU will be allowed to compete in the Championship Series. However, these teams will not be included in the final series rankings that determine point allocations as described above.

Ties and Advancement

8. Championship ties are resolved as specified in the 'Standard Set of Variations Appropriate for the Seven-a-Side Game' in the current Law Book. Pool advancement is determined by:
 - i. Record in pool
 - ii. Head-to-head competition
 - iii. Point differential
 - iv. Tries scored
 - v. Converted tries scored
 - vi. Coin toss

Rosters

9. Tournament day rosters are limited to twelve CIPP'ed players and must be submitted in advance.
 - A. The tournament day roster is the CMS roster and must be submitted via email by Friday night to the Tournament Director and Series Director.
 - B. The Tournament Director will be responsible for verifying team and individual eligibility compliance on the day of the tournament (or Empire Director, as needed).
 - C. CIPP'ed individuals should have government issued picture ID at each tournament for spot checks.

Eligibility

10. All teams and players must follow all [USA Rugby Eligibility Requirements as found in Section 9](#). Any eligibility issues risk forfeiting team points earned for that tournament.
 - A. All players must be CIPP registered with their team before the day of the tournament so that they appear on the CMS roster due Friday night. Players found to have CIPP'ed the day of the tournament may be deemed ineligible and risk forfeiting team points.
 - B. Once a player registers with a sevens club and competes in an Empire 7s Championship Series tournament that player is committed to that club for the entire season regardless of the CIPP transfer deadline. Players may not switch to another club for play in the Empire 7s Championship series.
 - C. At any given Tournament players participating in the EGU Division, and appearing on an EGU roster, may not play in a different division on the same tournament day and may be deemed ineligible (e.g., a player may not play in the Empire Division and the Open/Social Division).
11. Each club may enter up to two (2) teams in the EGU 7s Series tournaments.
 - A. Do not cross roster on game day between teams in any division at the tournament.
 - B. Teams competing in the NRU7s series are ineligible to compete in the EGU 7s Championship Series.
 - i. Only two players who have played in an NRU Championship Series Tournament are allowed to play in an Empire GU Championship Series Tournament.

12. If a club enters more than one (1) team in a tournament hosting an Empire 7s Championship Series players may play for only one (1) team on that day; do not cross roster on game day between teams in any division at the tournament.
 - A. Players may switch teams within their club for other Empire Championship Series tournaments.
13. A player must have played for their club in at least one (1) Empire 7s Championship Series tournament in order to be eligible to play in the Empire 7s Championship Tournament.
14. If a team is found guilty of playing an Ineligible player that team will forfeit all points earned for that tournament and that player may not be allowed further participation on the day.

[Note: all of the rules are dictated by USA Rugby policy which you may view here.](#)

Disciplinary Procedures

15. For persistent or deliberate fouls or other infringements the Referee may issue a Yellow Card to dismiss a player to the Sin Bin for a period of two (2) minutes.
16. If a player in the tournament receives two (2) Yellow Cards, for any reason, during the tournament (i.e. the Yellow Cards could be from different games) they will be deemed to have been given a Red Card and therefore will be dismissed from the field of play for the remainder of the tournament.
17. Should the Referee consider the infringement to be more serious, a player may be issued a Red Card and will be dismissed from the field of play for the remainder of the tournament.