



## Summer 2018: Empire 7s Championship Series High School Girls, High School Boys, Women, Men

### PREFACE

1. The Empire GU 7s Championship Series (EGU7sCS) will consist of 5 tournaments throughout Downstate and Upstate.
2. Series rankings will be determined by the points earned throughout the tournaments.
3. The top teams qualify for the Empire GU 7s Championship Tournament (EGU7sCT).
  - a. Winners of the EGU7sCT will be crowned Empire GU 7s Series Champions.
4. 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 & the EGU.
5. Please ensure your club, team, and players meet the [USA Rugby Eligibility Regulations](#).

### Series Points

6. Points will be awarded at each EGU7s Series tournament as follows:

Place	Rank	Points Earned
Cup Winner	1st	22
Cup Runner Up	2nd	19
Plate Winner	3rd	17
Plate Runner Up	4th	15
Bowl Winner	5th	13
Bowl Runner Up	6th	12
Shield Winner	7th	10
Shield Runner Up	8th	8
9 <sup>th</sup> Place & Above		1



7. Additional points will be awarded for attendance:
  - a. One (1) point is earned when a team submits their tournament day roster by the day before deadline (Friday) to the Tournament Director and Empire GU's Executive Director of Sevens and then checks in on-site Saturday.
    - i. Teams may make changes to their roster via the Tournament Director at check in prior to kick-off of their first game.
  - b. Five (5) points are earned by teams that participate in each tournament prior to the EGU7sCT.
8. A team that forfeits any game on the day may not receive their attendance points or ranking and may be subject to disciplinary action and players may not be allowed further participation on the day.
  - a. The score for a forfeit game is 21-0.
9. Foreign or teams from outside the Empire Series will be allowed to compete in the Championship Series. These teams will not be included in the final series rankings that determine point allocations.

### **Ties & Advancement**

10. 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:
  - a. Record in pool
  - b. Head-to-head competition
  - c. Point differential
  - d. Tries scored
  - e. Converted tries scored
  - f. Coin toss

### **Eligibility**

11. Eligibility issues should be brought to the attention of the Tournament Director and the Empire GU's Executive Director of Sevens (or a designated representative).



- a. Non-compliance risks potential disciplinary action, forfeiture of tournament points and rankings, and players may not be allowed further participation on the day.
  - b. Players must be CIPP registered with their club team before tournament day.
    - i. Players found to have CIPP'ed the day of the tournament may be deemed ineligible and risk forfeiting team points.
12. Once a CIPP registered player competes with a team in an EGU7sCS tournament that player is committed to that club for the entire Series regardless of CIPP transfer deadline.
- a. Players may not switch clubs to play for another team within the EGU7sCS.
  - b. A player must have played for their club in at least one EGU7sCS tournament to play in the EGU7sCT.
13. CIPP'ed players who are competing in the Northeast Championship Series are eligible to play in the EGU7sCS for their senior club from which they transferred their CIPP or to which they are currently CIPP'ed.

### **Eligibility**

14. Individuals on the CIPP roster should have government issued picture ID at each tournament as identities may be subject to verification during the event.
15. Tournament CIPP rosters may have a minimum of 9 players and a maximum of 15 players.
- a. Game CIPP rosters may have a minimum of 9 and a maximum of 12.
16. The Tournament Director (or Empire GU's Executive Director of Sevens or a designated representative) will be responsible for verifying team and individual eligibility compliance on the day of the tournament before the team plays their first match.
17. Cross rostering may be allowed to ensure a team is able to finish their scheduled games without risk of forfeit. In the spirit of player welfare and growing the game accommodations may be made in certain cases:
- a. Tournament ending player injury, as verified by the Tournament Director and in consultation with the Tournament Medical Staff, player, and coach.
  - b. Tournament ending personnel changes, as verified by the Tournament Director and in consultation with the player and coach.



- c. Teams are allowed a maximum of two (2) one-way cross roster transfers.
  - i. Teams cannot increase the size of their roster.
  - ii. CIPP'ed players are the only players eligible for crossing rosters.
    - 1. Once a player is removed from the roster that player is no longer eligible to play in the tournament
    - 2. Once a player transfers to a new roster that player is no longer eligible to play for their original side in the tournament.

### **Disciplinary Procedures**

- 18. The Tournament Director and Empire GU Executive Director of Sevens (or a designated representative) are to be kept apprised of Red Cards issued during competition.
- 19. If a player in the tournament receives a Red Card, for any reason, during the tournament and no Judicial Officer is present to determine the sanction, the Tournament Director (or a designated representative) will make the sanction decision, and expeditiously as possible.
- 20. If a player in the tournament receives three (3) 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 subject to the above Red Card Process.