

# TOURNAMENT RULES FOR THE 2017 CAPE FEAR 7S RUGBY TOURNAMENT

1. Teams must sign into the Tournament, either Friday, June 30th between 6:00 & 10:00pm or Saturday, July 1 prior to 8:00 am at the tournament venue. Registration is completed upon submitting a roster/2017 CIPP release form and complete payment of all tournament fees.
  2. The 2017 Cape Fear 7s Rugby Tournament will award a total of \$8000 in prize money to the Finalists of the Elite Divisions. The Champion will receive \$2500 and the runnerup will receive \$1000. This year a \$500 cash prize will be awarded to the Plate Champion, or the 3<sup>rd</sup> place Elite team in both the Men's and Women's Divisions. The losing Semi Final teams will will play for the Plate Championship. The prize money will be equally distributed between the Men's and Women's Divisions, only if both Divisions are filled with 8 teams, otherwise the tournament reserves the right to scale back the award. No play, no pay. The defending Men's Elite and Women's Elite teams will have their entry fee waived for following year's Cape Fear 7s.
  3. All USARFU participants must: - Be CIPP registered for 2017, wear matching, USARFU directed kit (rugby jerseys, rugby shorts and socks) - Play for only one team during the tournament - Appear at the scheduled time of match with 7 players, and compete in a 14 minute rugby match. - Not do any- thing that would jeopardize the continuation of this tournament at this location on an annual basis.
  4. All matches will be played under the USA Rugby Sevens variation Laws. All teams may carry a tournament roster of 15 players. 5 substitutes can be used per match. A twelve person roster must be declared in writing, handed to the referee, prior to each match. Substitutions must be done during stoppages and with referee permission. "Rolling, or tactical substitutes" will be allowed. If a player is substituted for, and returns to the match, that counts as 2 of the 5 allotted substitutions. In addition to which players may return to play when replacing: a player with a blood injury in accordance with Law 3.10. Any player deemed unable to continue, in the referee's judgment, is ineligible to participate again that day.
  5. Players registered in the Elite Division can not play in any other division for any other team. If a team uses an Elite player, that match is automatically forfeit and the offending team is ineligible to advance to the championship round.
  6. Match play begins both days at 9:00 am. Schedules will be strictly kept. Both teams must be at the halfway of the correct field for the coin toss at the half time of the prior match. If a team is not there for the coin toss, then the team that is present gets to choose both field and kick off. A Forfeit will be awarded after three minutes of tardiness from the scheduled match start time.
- Advancing from pool play: If it is clear, a distinct 1st, 2nd, 3rd and 4th then the following shall occur:
- Winner of Pool A vs Fourth Place Pool B
  - Second place Pool A vs Third place Pool B
  - Third place Pool A vs Second place Pool B
  - Fourth place Pool A vs Winner of Pool B
- (Ceding is setup so that pool teams face different teams in knockout play)
- The Winner is defined as: the team with the most wins concluding pool play. If there are tied records within pools then:
- the 1st tiebreak is result of head-to-head competition
  - the 2nd is largest overall point differential (total points scored minus total points scored upon) in pool play
  - Then most goals (converted tries) scored in pool play
  - -Then most tries scored in pool play
7. All knockout bracketing, as necessary, will be filled using the same method for ceding and advancing. Uneven divisions will have a different, (see website), means of advancing.
  8. For all conversion kicks, the kicking team must have a receiver to catch the kick. That receiver must be a player who is currently playing. No fans, coaches or touch judges. Failure to use a correct receiver or a receiver will result in a free kick at mid-field to the non-kicking team. Conversion kicks *may* be taken from in goal onto the field of play. The tournament will provide RookieRugby ball retrievers for all Finals matches.
  9. Each club must furnish a touch judge for their pool and championship qualifying matches. ARs are provided for all Finals matches.
  10. Tie matches will stand in Saturday round robin play. Tie matches in elimination play on Sunday will be decided by a succession of 5 minute sudden death periods.
  11. Two yellow cards received in consecutive matches by the same player will result in disqualification of that player for the remainder of the tournament. Three yellow cards during the weekend by the same player will result in disqualification of that player for the remainder of the tournament. Any player disqualified from a match is automatically prohibited from participating in the remainder of the tournament. The offending player's name will be submitted to Rugby South and their home union. A disqualification may be appealed to a committee of the Head Referee, the disqualifying referee and the Tournament Director.
  12. All Tournament Matches will consist of 2 seven (7) minute halves, with a 1 minute halftime break.
  13. There will be no sale of any items on the tournament grounds unless authorized by the tournament committee.
  14. Any questions regarding these rules will be decided by the tournament director or his designee.
  15. Failure to read and understand the tournament rules does not excuse the consequences of not following them.
  16. Finalists must wear matching jerseys and shorts in all divisions. Failure to do so will result in a forfeit and the championship of that Division will not take place.
  17. FAILURE TO ADHERE TO TOURNAMENT RULES RESULTS IN DISQUALIFICATION OF SAID TEAM FROM THE CHAMPIONSHIP ROUNDS.

*The Tournament Committee reserves the right to amend the rules due to unforeseen circumstances, and or due to a change of perspective.*