



Summer 2017: Empire 7s Championship Series High School Girls, High School Boys, Women, Men

PREFACE

1. The Empire GU 7s Championship Series (EGU7sCS) will consist of four (4) preliminary Downstate tournaments and three (3) preliminary Upstate tournaments.
2. The overall winner of each EGU 7s Series will be determined by the points earned through the series.
3. The top teams will qualify for the Empire GU 7s Championship Tournament (EGU7sCT).
 - a. The winners of each division at the EGU7sCT will be crowned Empire GU 7s 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, Northeast Sevens, and applicable GUs.
5. Please ensure your club, team, and all 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 th Place & Above		1

7. 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 roster by noon the day before the tournament (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. Teams that participate in all of their respective conference's EGU7sCS tournaments will receive an additional five (5) points.
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 GU will be allowed to compete in the Championship Series. These teams will not be included in the final series rankings that determine point allocations as described above.

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



Rosters

11. Teams and players must follow [all of the rules dictated by USA Rugby policy which you may view here.](#)
12. EGU7sCS rosters may carry a maximum Roster of 12 CIPP'ed players per event
13. Each Roster must include a minimum of 9 CIPP'ed players.
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. 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.
16. Cross rostering on game day between teams in any division, or the same division, at a tournament hosting an EGU7sCS is normally not allowed. In the spirit of growing the game cross rostering between sides from the same Club may be allowed by the Tournament Director, in consultation with the Tournament Medical Staff, for verified tournament ending injuries.
 - a. Once a player is removed from the roster and replaced that player is no longer eligible to play in the tournament.
 - b. To be eligible for cross rostering the player must also be CIPP'ed to that club.
 - c. Once a player transfers to replace an injured player the replacement player cannot play for their original side in the tournament.
 - d. Teams are allowed a maximum of two (2) one-way cross roster transfers.
 - i. Teams cannot increase the size of their roster.

Eligibility

17. Teams and players must follow [all of the rules dictated by USA Rugby policy which you may view here.](#)



- a. 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).
 - i. Non-compliance risks potential disciplinary action, forfeiture of tournament points and rankings, and players may not be allowed further participation on the day.
18. All players must be CIPP registered with their club team before tournament day as rosters are due by noon the day before the event.
 - a. Players found to have CIPP'ed the day of the tournament may be deemed ineligible and risk forfeiting team points.
19. Once a player CIPP registers and competes with a team in an EGU7sCS tournament that player is committed to that club for the entire season 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.
20. Each Club may enter up to two teams in the EGU7sCS tournaments.
 - a. Club CIPP rosters may change tournament to tournament.

Disciplinary Procedures

21. 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 therefore will be dismissed from the field of play for the remainder of the tournament.
22. If a player in the tournament receives two (2) Yellow Cards, for any reason, during the same game they shall be sent off with a Red Card as covered in the Laws of the Game.
23. 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.