

BCSSRU SEVENS

TOURNAMENT COORDINATOR / COMMITTEE

1. The Tournament Coordinator shall be appointed by the President (or designate).
2. The duties of the Tournament Coordinator shall be to:
 - a) select members of the Tournament Organizing Committee;
 - b) organize and conduct the Invitational 'Sevens' Tournament in accordance with the Constitution, By-Laws and Rules and Regulations of the British Columbia Secondary Schools' Rugby Union;
 - c) liaise with the Commissioner concerning the organization of the Tournament;
 - d) maintain a file of all Tournament-related correspondence;
 - e) establish a Tournament Arbitration Committee;
 - f) submit a report and financial statement on the Tournament(s) to the President (or designate).
3. The President (or designate) and, where possible, the previous Tournament Coordinator shall be members of the Tournament Organizing Committee.

TOURNAMENT ARBITRATION COMMITTEE

1. The Tournament Arbitration Committee shall rule on any matter associated with Tournament play or discipline.
2. The Committee shall consist of the President (or designate) (as Chairman) and two additional members nominated by the Executive.

ELIGIBILITY OF TEAMS

1. The Tournament shall be open to senior boys' teams from British Columbia secondary schools who are members in good standing of the British Columbia Secondary Schools' Rugby Union.
2. Except in extenuating circumstances, the British Columbia Secondary Schools' Rugby Union shall accept one team only per registered school to represent that school at the Tournament.

ELIGIBILITY AND REGISTRATION OF PLAYERS

1. All participating players must meet the eligibility requirements set out in Section 6 of the BC SCHOOL SPORTS Competitive Rules and Regulations.
2. Each participating team shall be limited to a maximum of twelve registered players.
3. A completed 'Player Registration Form' shall be submitted to the Tournament Coordinator before the team's first game of the Tournament.

LAWS OF THE GAME

The Laws of the Game of Rugby Football as framed by the International Rugby Football Board shall be applied. These include Variations to the Laws of the Game at the Under-19 level, and the approved 'Standard Set of Variations Appropriate for the Seven-a-Side Game'.

The Standard Set of Variations in relation to Law 10 (Kick-Off), Law 13 (Kick at Goal After a Try) and Law 27 (Penalty Kick) apply, except that all infringements at the Kick-Off by the kicking team as specified below will result in a Free Kick at the centre of the half-way line awarded to the non-offending team:

- a. Ball not reaching opponents' 10 metre line, unless first played by an opponent;
- b. Ball kicked directly into touch;
- c. Players of the kicker's team in front of the ball when it is kicked;
- d. Ball kicked into In-Goal where it is immediately made dead by the non-kicking team, or ball becomes dead by crossing the Touch-in-Goal or Dead Ball lines.

TOURNAMENT FORMAT

1. The sixteen participating teams shall be grouped into four pools of four teams each.
2. On the first day of competition, play shall consist of matches between teams in the same pool on a round-robin basis. Three points shall be awarded for a win and one point for a tie.
3. Placing within each pool shall be determined according to the total number of points accumulated for wins and ties in round-robin play. Should two teams have the same number of points, the winner of the pool game between the two teams involved shall advance to the next level of competition. Should there be three or more teams with the same number of points, advancement to the next level of competition shall be determined according to the following order:
 - a. more tries scored;
 - b. more goals (converted tries) scored;
 - c. the difference between points scored and points conceded;

- d. a coin toss.
4. On the second day of competition, pool winners together with the second place teams shall compete for the 'Cup' and 'Plate'. Third and fourth place teams shall compete for the 'Bowl' and 'Shield'.

GAME DURATION AND TIE-BREAKING PROTOCOL

1. Games shall be of fourteen minutes duration, having seven minutes each half and a two minute interval.
2. Should teams be tied at the end of regulation time in pool play , the winner shall be determined according to the following order:
 - a. more tries scored;
 - b. more goals (converted tries) scored;
 - c. first points scored in the game;
 - d. Drop kick at goal. Each team shall nominate one player who was on the field-of-play at the end of regulation time. A coin toss shall determine the first player to attempt a drop kick at goal. Both players shall attempt the same number of drop kicks. The first kick shall be taken directly behind the twenty-two metre line at the centre of the field. The team whose player is successful where 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 will continue to move directly back until a winner is declared.
3. Should teams be tied at the end of regulation time in 'Cup' championship medal games, and games which determine winners of the 'Plate', 'Bowl' and 'Shield' competitions, the winner shall be determined according to the following order:
 - a. two periods of five minutes extra time shall be played, during which the first score shall be conclusive;
 - b. more tries scored;
 - c. more goals (converted tries) scored;
 - d. first points scored in the game.

If a tie still occurs, both teams shall share the appropriate medal or trophy placing.

Note: Should there be extra time played, the team that kicked off to begin the game shall again kick off to begin the first period. The opposing team shall take the second kick off (if required). There shall be no interval between the two periods.

REPLACEMENT AND SUBSTITUTION

1. In the event that a team can field only seven or fewer fit players during the first day of competition, a decision as to replacements shall be made by the Tournament Arbitration Committee.
2. In the event that a team is unable to field seven players during 'Cup', 'Plate', 'Bowl' and 'Shield' competition, the team shall forfeit the game.
3. No more than three players in each team may be replaced because of injury in any game. No more than two players in each team may be substituted in any game. The total number of players replaced and substituted in each team in any game may not exceed three. Players who have been substituted may replace an injured player. A player replaced because of injury may play in subsequent games.

ALLOCATION OF REFEREES

An Allocator of Referees shall be appointed for the Tournament.

TOURNAMENT COSTS

Each participating team may be levied an entry fee determined by the Tournament Organizing Committee and payable to it.

TROPHIES / MEDALS

1. The first place team in each of the four levels of competition shall receive a trophy.
2. In the 'Cup' level of competition, the first place team shall receive up to twelve gold medals. The second place team shall receive up to twelve silver medals. The third place team shall receive up to twelve bronze medals.
3. Each participating team shall receive a commemorative plaque featuring a photograph of the team.

RISK MANAGEMENT

1. At least one athletic trainer must be on site at all times.
2. Any player leaving the field due to injury must be seen by the medical staff.
3. Any player diagnosed with a definite concussion cannot compete in the remaining games of the Tournament.
4. Wearing of mouthguards is mandatory. No player will be permitted to participate without one.

Compliance Protocol (approved by the BC Rugby Referees Society): *Referees will be asked to see mouthguards during the pre-game boot check. If a player is seen to be not wearing his mouthguard during a game, the referee will send him off the field to get one. The game should be restarted, and the player (or replacement) permitted to enter the game at the next stoppage, providing he is wearing a mouthguard. There will be no other sanction applied.*

TRAVEL RESPONSIBILITIES

1. Each participating team shall be entirely responsible for its own travel arrangements and costs.
2. Teams must arrive at the Tournament site(s) in good time so as not to delay the Tournament.

DRESS CODE

1. Each player must wear a regulation jersey, shorts and socks in approved school colours.
2. Jerseys must have a clearly identifiable number on the back. These numbers do not necessarily have to correspond to the player's specific field position for that game. Jerseys must be tucked into the shorts. Jersey sleeves may be full length, or if shortened to just above the elbow, they must be hemmed.
3. Cut-offs, soccer shorts, basketball shorts, swimming trunks, etc. are not acceptable. Compression shorts should be the same as, or close to, the colour of the uniform shorts. Other apparel worn underneath the shorts must not be visible.
4. No more than two credit-card-sized commercial logos, approved by the BCSSRU Executive, are permitted on a team uniform (i.e. the playing jersey and shorts).
5. Tape or approved 'soft' helmets may be used to cover the ears and/or head. Bandanas, toques, loose headbands, etc. are not acceptable. No jewelry or other adornments (watches, rings, neck chains, earrings, etc.) may be worn. Braces must not contain metal or plastic parts.
6. Players who do not meet all of the above requirements will NOT be permitted to play.

TOURNAMENT FUNCTIONS

Teams which accept an invitation to participate in the 'Sevens' Tournament are expected to make a full commitment to activities and functions designated in advance as mandatory by the Tournament Organizing Committee.

These are the:

- Tournament Organization Meeting
- Closing Ceremony and Presentation of Awards

PROCEDURE FOR DEALING WITH IMPROPER CONDUCT BY PLAYERS

1. A player who is removed from a game by an official for disciplinary reasons shall take no further part in the Tournament. Such action may be appealed by the player to the Tournament Arbitration Committee.
2. Copies of correspondence concerning discipline shall be sent by the President (or designate) to:
 - a. the player involved;
 - b. the player's coach (or sponsor) and principal;
 - c. the player's local Athletic Association.