



2020 TROPICAL 7s

***TOURNAMENT RULES &
REGULATIONS***



1 General Rule

- 1.1 The Tournament will be conducted entirely under the control of the Tropical 7s Organizing Committee (hereafter referred to as the Committee) whose decision in all matters is final. In the event of any complaint arising from any decision or match, the Tournament Director's decision (which may be made with input from the Competition Director and/or Referee Manager) will be final.
- 1.2 Matches will be played under the World Rugby Laws, U19 variations and standard set of variations for Rugby Sevens, as well as the USA Rugby Game Management Guidelines for Youth & High School rugby.

2 Eligibility Rules

- 2.1 Teams from the USA need to be in good standing with and members of USA Rugby. Players are required to have up-to-date Union registrations (which will be checked by the tournament organizers) as required by the tournament's sanctioning body (USA Rugby). Player rosters (including date of birth and player registration information) are to be submitted to the Tournament Organizers at least 2 weeks prior to the start of the tournament to enable these checks to take place. The Tournament Director will have the final say on any team or player eligibility in the Tournament.
- 2.2 International teams from outside the USA must receive permission to tour letters from their National Rugby Union. Letters must be submitted to the Tropical 7s Committee no later than 6 weeks before the start of the tournament, which will be forwarded to USA Rugby as the Tournament's sanctioning body for approval. International teams are required to hold appropriate insurance for their rugby activities while participating in the tournament.
- 2.3 Upon arrival at the tournament, team managers will need to verify their final squad based on preliminary rosters already submitted, including the shirt numbers of each player (include alternate numbers if the player wears a different number in the second team kit). Each player must keep the same number throughout the tournament. Teams will not be permitted to play until the Final Team Roster and all accompanying documents have been supplied to and approved by the Competition Director.
- 2.4 All rostered players must adhere to the age grade eligibility rules of the tournament (see Section 3). Every player must be able to verify his or her identity by showing a valid photo ID card when completing on-site registration. The player's ID must include a photo and details of the player's date of birth. Any player who is unable to provide an acceptable proof of age will be prohibited from playing in the tournament.
- 2.5 Coaches are requested to hold a copy of their team's final roster, as well as copies of the IDs (with the player's Date of Birth) of all their players for each game. If a team wishes to make any changes to their final team roster as submitted at on-site registration, they must submit these changes in writing to the Competition Director. Any changes to the team's roster will also be subject to the checks detailed in 2.1-2.4. Any violation of entry rules (e.g. fielding an ineligible player) will result in an automatic defeat for the concerned team and possible sanctioning from the entire tournament.
- 2.6 Players/officials currently under any sanction, from rugby or any other sport, and/or prohibited from playing or officiating in/at the tournament, who participate in the tournament, will have the following action taken:
 - they will be immediately banned from the tournament
 - their respective home Union (where applicable) will be informed who will use their discretion with regards to further sanctions being enforced
 - the player/official will be barred from participating in the Tropical 7s for two (2) years
- 2.7 A Team Managers & Coaches meeting will be held prior to the start of the tournament. The team Manager or Coach of each team are expected to attend this meeting. At this meeting the

Tournament Committee will discuss organizational matters, tournament schedule and regulations, disciplinary procedures, and all participants will have the opportunity to raise issues, make suggestions and ask questions.

3 Age Grade Eligibility Rules

3.1 U23/UNIVERSITY Divisions:

- Players participating in the U23/University division must be born after 1 September 1996.
- Players from University teams must be matriculated full-time in a recognized university program (university teams).
- A waiver may be submitted for players older than the deadline.
- A team may have no more than 2 waivers.

3.2 U18 Divisions:

- Players participating in the U18 divisions must be born on or after 1 September 2001.
- A waiver may be submitted for players within 3 months of the deadline (i.e. June/July/Aug 2001 birthdates).
- A team may have no more than 2 waived players.

3.3 U16 Divisions:

- Players participating in the U16 divisions must be born on or after 1 September 2003.
- A waiver may be submitted for players within 3 months of the deadline (i.e. June/July/Aug 2003 birthdates).
- A team may have no more than 2 waived players.

3.4 U14 Divisions:

- Players participating in the U14 divisions must be born on or after 1 September 2005.
- A waiver may be submitted for players within 3 months of the deadline (i.e. June/July/Aug 2005 birthdates).
- A team may have no more than 2 waived players
- All U14 players may weigh no more than 185lbs – players may be requested to be weighed.

3.5 'Playing Up' an Age Grade

- Tournament Organizers will allow players to play up an age grade as long as the player is eligible to do so under the rules and regulations of its home union and the player concerned has completed the necessary waivers/release forms.
- It is the responsibility of the team coach/manager to ensure that the player has obtained the necessary waivers and release forms from their home union for the player. The Team Manager/Coach is obliged to notify the Tournament Organizers of any players in their roster that are playing up an age grade and provide copies of waivers/release forms prior to submitting their roster.

4 Squads, Match Teams and Replacements

4.1 The maximum squad size for any team playing in the competition is 15, with a maximum roster of 12 for each individual match.

4.2 Match rosters for each game played will consist of a maximum of twelve (12) players from the approved team roster. Up to twelve (12) players are eligible to play in each match. Teams must have a minimum of seven (7) players, (fit to participate in the match) on the pitch in order for a match to start. Once the match has been concluded, each team manager/coach will be asked to sign the final match score sheet along with the referee to confirm the result. Each player must wear the jersey number declared on the Team Roster at the beginning of the tournament. If for any reason a player has to change jersey numbers, this must be declared to the tournament office in writing.

- 4.3 Five (5) minutes before the start of each match, the team manager/coach must check in with the Match Marshall at the match pitch.
- 4.4 Substitutions: Teams may make up to five player movements during each match. Player movements (substitutions) may only be made when the ball is dead and with the permission of the referee.
- 4.5 A player, having been registered in a team, irrespective of whether he or she has taken part in the tournament, cannot register or make themselves available for registration in any other team.
- 4.6 A player injured and certified by the Tournament Medical Officer as unfit to take any further part in the Tournament will remain a non-playing member of the squad. There will be no replacement player allowed to join the squad.
- 4.7 Once a player has been eliminated through injury and his/her name deleted from the approved Team Roster, that player can take no further part in the Tournament and cannot be re-instated at a later date or time.
- 4.8 The Referee is the sole judge of fact and law and will take into consideration medical information available prior to ruling whether a player is fit to participate in a match.

5 Playing Rules

- 5.1 Pitch Size: The pitch will be standard full-size pitch as per World Rugby regulations for all divisions.
- 5.2 Ball Size: Size 5 balls will be used for all divisions.
- 5.3 Player Numbers: The maximum squad size for the tournament is 15. However, only a maximum of 12 players from that squad are eligible to play in any given match: only 7 players are allowed on the pitch at any one time and each team is allowed up to a maximum of 5 substitutions or player movements.
- 5.4 Coin toss: 5 minutes before kick-off of their next match, the team manager or captain must show up at the pitch where his/her team's next match will take place to meet the referee for the coin toss, to determine direction of play and which team will kick off for the start of the game.
- 5.5 Point scoring: Five (5) points will be awarded for a try and two (2) points for a conversion, which must be taken as a drop kick.
- 5.6 Conversions: All conversions must take place from inside the field of play. Kicks can occur from behind the goal posts to help speed up the match.
- 5.7 Scrums: 3-person scrums: 1.5m Rule: The scrum may not be pushed more than 1.5m. Scrum Half must stay on their own side. For U14 divisions, the scrum is uncontested.
- 5.8 Line-outs: Line-outs will be played according to World Rugby 7-a-side laws, but no lifting is permitted in the U14 divisions.
- 5.9 Fending Off: Fending off is allowed only according to World Rugby Laws. No Fending to the face is allowed in the U18, U16, and U14 divisions.
- 5.10 Penalties: May not be taken as point-scoring penalty kicks.
- 5.11 Game Duration: Each game shall be played for 7 minutes each way with a 2-minute half time break, including the Finals, as per World Rugby 7-a-side Laws. No extra time will be played in the pool rounds of any tournament and matches will be left drawn. If a Playoff or final match were to end in a draw after 2 x 7 minutes of regular time, extra time will be played as per Regulation 6.3 below.

- 5.12 Shirt colors: If two teams' playing jerseys are too close in color to clearly distinguish the two teams, then the team which brought a second set of jerseys must wear it to avoid the clash. If neither team has another set of jerseys then the team listed as the "away" team on the match schedule must resolve the conflict by wearing bibs (supplied by the tournament) over their shirts or wearing their shirts inside-out, if this resolves the conflict. (Example: Match schedule says "Team A vs. Team B", then Team B must find another set of shirts or wear bibs).

6 Competition Rules

- 6.1 The competition format for each division will consist of pool phase followed by a playoff(s) phase, unless a simple-round robin format is deemed appropriate. The specific competition format for each division will be dependent on the number of teams in that division and therefore may differ from division to division. The Competition Director reserves the right to amend the competition format for any division at any time.
- 6.2 Pool Phase: Teams will be allocated 4 points for a Win, 2 points for a Draw, 0 point for a Defeat and -1 points for a No-show/forfeit. Each teams' ranking in the final group table is determined by the amount of competition-points accumulated. In the case two teams are on equal competition points in the final group table, the winner of the direct encounter between the two teams will be ranked ahead of the other team. If the match between the two teams resulted in a draw, then the team with the higher overall score difference shall be ranked ahead of the other. If the teams are still equal, then the team with the higher number of points scored overall shall be ranked ahead of the other. In the case that more than two teams are on equal competition points in the final group table, only the matches between these teams will count to determine their ranking: first, competition points between these three teams are taken into account. If the three teams remain equal in competition points amongst themselves, the higher score difference will be taken into account followed by the higher number of scored points. Should teams still be equal on all these criteria, there will be coin toss (or drawing lots if more than 2 teams are concerned).
- 6.3 Playoffs Phase (No draw game): After the pool phase, teams will be ranked (1st, 2nd, 3rd etc.) in their pool. The tournament will then move to a playoff(s) phase with teams assigned according to their ranking in the pool phase. In the event of a playoff match being drawn at the end of regular time (in the knock-out stages) extra time will be played, in five (5) minute periods until a winner is determined. There will be an interval of one (1) minute after full time has been declared, then play shall commence with a coin-toss, the winner of which chooses either; which way to play or to kick-off the period of extra time. The first team to score will immediately be declared the winner and play will cease. After each five (5) minute period of extra time, teams will change ends, without stoppage, and resume play. Just as in pool matches, penalties may not be kicked for points.

7 Delays, Postponements, No Shows and Cancellations

- 7.1 In the interests of courtesy to other teams and the tournament organizers, the commencement of matches at the scheduled time shall be the first priority in all instances. However, in circumstances deemed necessary by the Tournament or Competition Director, matches may need to be delayed, postponed, abandoned, or cancelled. All decisions in this regard shall be communicated to teams by the Tournament Director. If a team refuses to play or abandons a match in progress without the prior consent of the Referee, the Tournament Director will decide the result of the game and the further participation of the team in the Tournament. In the event of lightning, World Rugby Lightning Protocol will be followed.
- 7.2 If a team is not present on the designated pitch for their match 5 minutes after the scheduled time the match was due to start, the offending team will be sanctioned with a 'No Show':
- if a pool game, then the forfeiting/no-show team has -1 points (1 point will be deducted from their group standings) and the other team has 4 points and a 30-0 win in their favor (6 tries to

- 0)
 - if a Finals or playoff game, then the other side wins.
- 7.3 If a match is stopped by the Referee, the procedure is as follows:
- When a match is stopped either at half time or during the second half, and cannot be completed the same day, the result will stand.
 - When a match is stopped in the first half, and cannot be completed the same day, a decision will be taken by the Tournament Director as to whether the result stands.
- 7.4 If, before any pool game, a side is unable to field 7 players, then the pool game is deemed a forfeit by the team without enough players, following rule 7.2 above. If a side cannot field 7 players for subsequent matches, the side is removed from the Tournament.
- 7.5 In the event of a side being unable to continue to field 7 players during a game, other than sending-off or a temporary suspension, then the game is abandoned and:
- if a pool game, then the team without enough players will be declared a forfeit, following rule 7.2 above.
 - if a finals game, the other side is declared the winner.

8 Code of Conduct, Foul Play & Disciplinary Procedures

- 8.1 General Behaviour – all participants, associated team personnel, and supporters are expected to behave in a manner that is appropriate and in line with the values and respect of the game of rugby. General conduct during the tournament is expected to be inoffensive and in the spirit of sportsmanship.
- 8.2 The use of Temporary Suspension (Sin Bin) for 2 minutes will be in force for any player receiving a yellow card.
- 8.3 If a player receives a red card (either outright red or receives 2 yellow cards in one game), this will result in an automatic ban for the next match. For serious or repeated offenses, the Competition Director reserves the right to deliver a further suspension according to the severity of the offense. In the case of a send-off as a result of a brawl or insulting a Referee or tournament official, the concerned player will be disqualified for the remainder of the tournament. Same applies for a coach or other team official, in case of insulting a referee or tournament official.
- 8.4 Any appeals must be made within 10 minutes following the final whistle of the match. Appeals are made by filling out a Tropical 7s Appeal Form in the Tournament Office with the Competition Director. The Competition Director will work with the Referee Manager to make a decision. Only sanctions can be appealed, Field of Play Decisions by the referee cannot be appealed.
- 8.5 Pitch Invasion – participants and associated team personnel are only allowed onto the pitches for warm-up and match play. Team supporters are not allowed onto any of pitches at any time. Participants and associated team personnel who access pitches/courts when not eligible to do so will be asked to leave and be subject to sanction.
- 8.6 Acts of Violence – acts of violent behaviour will result in Police intervention, detention and criminal proceedings being actioned, plus removal from the stadium and a ban from future tournaments.
- 8.7 The Tournament Director reserves the right to suspend entire teams from the tournament, if they act in a disrespectful manner towards referees, officials, coaches, spectators or opponents, or if they misbehave themselves.

9 Player Welfare

- 9.1 Player Welfare is of the utmost priority to the Tropical 7s Tournament, its staff, organizers, and all those associated with the tournament. It is an issue that will be taken very seriously throughout the planning, preparation, and execution of the entire competition.
- 9.2 All players and coaches are expected to have a basic understanding of the laws of the game of Rugby Union, the technique to coach and practice it safely, and all players must have the physical competency and fitness to play the game.
- 9.3 Every player must wear a gum-shield/mouth guard for the protection of the teeth and mouth.
- 9.4 Each item of protective clothing, padding or otherwise, must conform to USA Rugby or World Rugby guidelines which can be found here: <https://assets.usarugby.org/docs/refereeing/protective-equipment-clothing-guidelines.pdf> or here <http://playerwelfare.worldrugby.org/reg12>
- 9.5 Head Injuries: As per World Rugby Regulations, this tournament does not allow any HIA (Head Injury Assessment) Protocol. It is a strict “recognize and remove” tournament. Any player SUSPECTED of having suffered a concussion must be removed from the field immediately and can take no further part in the rest of the game and potentially the rest of the tournament. The tournament medical staff, referee, coach, or competition director can make this decision, which is binding.
- 9.6 The athletic trainers and medical staff provided by Tropical 7s for the event have overriding authority of any medical staff brought to this event by individual teams. Tropical 7s medical staff will work with team’s own medical personnel for consultation and assessment, but the Tropical 7s senior medical officer will have final say on any and all cases involving the welfare of players.
- 9.7 If a player is diagnosed by medical staff or a qualified healthcare professional that they are deemed unfit to play and have been advised not to return to play, that player is no longer eligible for selection until he or she has been cleared for return to play by a qualified healthcare professional.