

XIV CLUB SEVENS PROGRAM

A. GENERAL INFORMATION

- 1) The FRU Board of Directors or Executive Committee shall designate a number of FRU Sevens Qualifier tournaments annually.
- 2) All FRU Sevens Qualifier tournaments are awarded via a bid process. All clubs in good standing may bid to host a tournament. A bid form must be submitted to the FRU Competitions Chair, Event Chair or Executive Committee. Bid Forms are available on the FRU web site.
 - (a) **All bids must be submitted on or prior to a date set from year to year by the FRU Executive Committee accompanied by a Bid Fee, the amount of the bid fee shall be set from year to year by the FRU Executive Committee. Checks should be made payable to: Florida rugby union. If the bid is not awarded, the bid fee will be refunded.**
- 3) A FRU Sevens Championship tournament will also be designated and awarded by bid. No bid fee will be associated with hosting the FRU Sevens Championship.
- 4) The Competitions Chairman will review the bid packages and make recommendations to the FRU Board of Directors and/or the Executive Committee who will evaluate these recommendations and designate the FRU Sevens Rugby Qualifiers.
- 5) In the event that a club does not stage a well-organized event or fulfill its obligations, that club shall be liable for sanction by FRU. The FRU Competitions Chair and Events Chair will make recommendations to the FRU Board of Directors and Executive Committee at the conclusion of the Sevens Rugby season.
- 6) Only teams representing clubs meeting FRU eligibility requirements may compete in Qualifier tournaments.
- 7) All clubs/teams indicating they wish to enter a particular sevens qualifying tournament shall be responsible for paying the entry fee to that tournament whether they show up or not. A club/team may withdraw from a tournament with notice to the tournament host by Thursday before the tournament without penalty.

B. Hosting a Sevens Rugby Qualifier

1. Once a tournament has been designated as a FRU Sevens Rugby Qualifier, the Host Event Director must contact the FRU Events Chair. This contact will ensure that the tournament format, seedings, tournament rules and any such matters as may be applicable to the event adhere to FRU standards.
2. The Host Event Director appointed by the club of a FRU Sevens Rugby Qualifier is responsible for ensuring that the following criteria are met:
 - a) FRU Sevens Rugby Qualifier Rosters shall be collected from each team participating in the FRU Sevens Rugby Qualifier along with the listing from the USA Rugby CIPP database ensuring that all players are CIPP compliant and actual players of that team.

- b) Upon completion of the event the Event Director is responsible reporting the tournament results and tournament summary to the FRU Competitions Chairman within 48 hours. This includes submitting team rosters and the final match scores for review.
3. All teams must submit legal rosters to the Event Director using the FRU Sevens Qualifier Roster and proof of CIPP registration from the USA Rugby CIPP database. Roster size shall be limited to 12 players. All teams who fail to submit a roster shall not be allowed to participate in the Qualifying Tournament. Event Directors who fail to enforce this requirement shall face the loss of FRU Sevens Rugby Qualifier status for the following year(s).
 4. Teams that violate the twelve man roster limit and play more than twelve players will be subject to the following penalties:
 5. **First Violation:** elimination from the FRU Sevens Rugby Qualifying Tournament that the club is participating in.
 6. **Second Violation:** suspension from all FRU Seven Rugby events for 12 months, using the date of the second violation as the starting date of the suspension period.
 7. **Third Violation:** suspension from all FRU Sevens Rugby events for a period of 24 months, using the date of the third violation as the start of the suspension period.
 8. The above penalties are cumulative. When a club commits a violation, that violation will remain on that club's record for a period of 24 months, and that club will be placed on probation for 24 months. If no further violations are committed in that 24 month period the club's record will be cleared. If a club commits a violation within that 24 month period, the second violation penalty will be enacted and the 24 month probation will begin from the enactment date. In the case of a third violation, the club will serve the 24 month suspension and be placed on probation for another 24 months. Any violation committed during this period will be treated as a third violation infraction.
 9. The Host Event Director must ensure that all teams conform with the requirements of the FRU in regards to correct playing kit (See page 24).
 10. The Host Event Director must provide adequate medical coverage at the tournament site. It is recommended that fully qualified medical personnel be in attendance for the duration of the tournament.
 11. The Host Event Director must ensure that all players are CIPP registered with the team/club attempting to qualify.

C. DEFINITION OF A FRU SEVENS CLUB:

1. A club must be a full member of an in good standing as defined by FRU guidelines to participate in FRU Sevens Rugby Qualifier tournaments.
2. Players that do not play 15's may play for any full member club during the FRU Sevens Rugby season, but only **one** club per season.
3. A player may only represent one club per season in FRU Sevens Rugby Qualifier tournaments. Club sanctions and individual player disciplinary action will result if a player plays for more than one club in FRU Qualifier tournaments.

4. If a club attempts to qualify more than one team for the FRU Sevens Rugby Championship, it may do so only by adhering to the following criteria:
 - a. A player may play for only one team per FRU Sevens Rugby Qualifying tournament and is “frozen” onto that team’s roster for the remainder of the tournament.
 - b. In the event of injuries occurring to one of the teams entered, players from the other roster may change teams only if they have not yet played a game in the tournament.
 - c. If both teams advance to the final, they must play each other. No forfeits will be allowed.
 - d. Should a club qualify more than one team for the FRU Sevens Rugby Championship event, players are not allowed to change rosters. The team that a player qualified with is to remain intact, allowing for replacement due to injuries from club members who are not on other roster(s).
 - e. Players who are members of a club that has qualified more than one team for the Championship event, but who were not on either team’s roster can play for either team in the Championship event.
 - f. A club that attempts to qualify more than one team for the FRU Sevens Rugby Championship, who then only qualifies one team, has the right to make that team as strong as possible. The club can use a combination of players from both teams, replace all players or leave the qualified team unchanged. This is a club selection matter not to be decided by FRU.
5. The FRU Executive Committee shall be the sole arbitrator in determining the definition of a club.
6. If a player, team or club has any doubt(s) regarding their club status or player eligibility, they should contact the FRU Competitions Chairman for clarification.
7. Players may play for any Sevens teams in non-qualifying tournaments and Open divisions of FRU Sevens Rugby Qualifier tournaments, adhering to the rules of that specific tournament.

D. PLAYER ELIGIBILITY

1. A player must fulfill all of the requirements pertaining to the FRU club definition.
2. To be eligible to compete, a player must be enrolled in the USA Rugby CIPP program.
3. To be eligible to participate as a member of a club in the FRU sevens Rugby Championships, a player must have played in two matches for that club during the Sevens Rugby season or participated as a member of the club during the preceding 15’s season.

EXCEPTION: If any player is unable to meet this standard due to injury, that player may request a waiver from the Competitions Chairman of FRU. The decision will be rendered by the Competitions Chairman 7 days prior to the FRU Sevens Rugby Championship event and will be considered final.

4. Players who are non-club members that are playing for a club must obtain a written release from their club in order to participate in FRU Sevens Rugby Qualifier tournaments. When non-club players are being used, they must be noted on the FRU Sevens Rugby Qualifier Roster and furnish proof of release.
5. A maximum of two non-resident (USA) players may be included on the 12 player roster. Those players on student visa are considered non-resident players.

6. Players from other territories, who are moving into an CLUB that is governed by FRU for a short period of time and are not making a permanent move, should contact the FRU Competitions Chairman concerning eligibility.
7. Players joining a club from within the same geographic or competitive vicinity (i.e. city, league, etc.), having played for another club during the same competitive Sevens Rugby season in that same geographic or competitive vicinity, shall not be considered eligible to play in any match that leads to the FRU Sevens Rugby Championship.
8. Violations of the player eligibility requirements include:
 - a. More than 2 non-resident (USA) players on the roster or field at any time.
 - b. More than two non-club players on the FRU Sevens Rugby Qualifier Roster.
 - c. Supplying false CIPP information on the FRU Sevens Rugby Qualifier Roster.
9. Teams that violate the above requirements will face the following penalties:
 - a. **First Violation:** elimination from the FRU Sevens Qualifying Tournament that the club is participating in.
 - b. **Second Violation:** suspension from all FRU Sevens Rugby events for 12 months, using the date of the second violation as the starting date of the suspension period.
 - c. **Third Violation:** suspension from all FRU Sevens Rugby events for a period of 24 months, using the date of the third violation as the start of the suspension period.

The above penalties are cumulative. When a club commits a violation, that violation will remain on that club's record for a period of 24 months, and that club will be placed on probation for 24 months. If no further violations are committed in that 24 month period the club's record will be cleared. If a club commits a violation within that 24 month period, the second violation penalty will be enacted and the 24 month probation will begin from the enactment date. In the case of a third violation, the club will serve the 24 month suspension and be placed on probation for another 24 months. Any violation committed during this period will be treated as a third violation infraction.

10. Should a club qualify for the FRU Sevens Rugby Championships and the FRU Competitions Chairman discovers during his review of the FRU Sevens Rugby Qualifier Rosters that a player(s) on that club's roster supplied false information regarding CIPP, non-club player status or citizenship, that club shall forfeit the right to participate any further in the FRU Sevens Rugby Championships and the second place team (or third place team depending on the number of Qualifier tournaments) in the FRU Seven Rugby Qualifier event that the suspended club qualified in shall advance in its place. It shall also constitute a violation infraction and the club shall be subject to penalties described in Section C.10. Should the second (or third) place team in the FRU Sevens Qualifier Tournament also commit a violation infraction, the third (or fourth) place team shall advance to the FRU Sevens Rugby Championships.

E. Tournament Rules

1. THE COMPETITION

- a. The competition will be conducted and governed by The Laws of the Game of Rugby Union Football as provided by USA Rugby.
- b. The competition will be conducted under the auspices of the Host Tournament Committee, which shall be under the direction of the Host Event Director. Their decisions in all matters shall be final, save for appeal to the FRU Competitions Chairman.
- c. Each team is allowed a roster of up to 12 players.
- d. The team roster must be submitted to the Host Event Director or his representative prior to the team's first match on the FRU Sevens Rugby Qualifier Roster

2. THE UNIFORM

- a. The FRU Board of Directors adopts and recommends enforcement of all provisions of Law.

3. THE TOUCH JUDGES

- a. Touch judges for the semifinal and final matches of FRU Sevens Rugby Qualifier and Championship Tournaments shall be provided by the on-site Director of the Rugby Referees Association currently officiating FRU matches.
- b. Touch Judges for the tournament games must wear a different color jersey from the participating players.

4. THE REFEREE

- a. The Referee shall be the sole judge of fact and law during the match.
- b. The Tournament organizers shall not be responsible for any dispute regarding the Referee's decision on the field of play.
- c. The Referee shall be the sole judge of any dispute regarding the Touch Judges signals.
- d. The Referees for the FRU Sevens Qualifier and Championship Tournaments are the responsibility of the Host Event Director and should be provided by the Director of the Rugby Referees Association currently officiating matches within the CLUB of the host.

5. TOURNAMENT MATCHES

- a. Each match shall consist of two 7-minute periods with a 1-minute halftime interval except for the final, which shall consist of two 10 minute periods with a 1 minute halftime interval.
- b. Each team should be on the field and ready to play at their scheduled game time. At the qualifying competitions, the Host tournament rule(s) govern this situation. At the FRU Sevens Rugby Championships, a try will be awarded at 2-minute increments (without goal kicks), with a forfeit occurring at the elapsed time of the first period.
- c. In the case of round robin divisional scoring for advancement shall be as follows:
 - 2 points for a win
 - 1 point for a tie
 - 0 points for a loss
- d. In case of a tie at the end of divisional play, the following criteria shall be used in the order listed:
 - a. Results of head to head competition between tied teams.
 - b. Most points scored in divisional play.
 - c. Point Differential – points scored minus points allowed for all games played.
 - d. Most tries scored in divisional play.
 - e. Most converted tries scored in divisional play.
 - f. Toss of a coin.
- e. In case of a tie at the end of any knockout rounds, i.e. quarterfinals, semifinals, or final, there should be:
 - a. A rest interval not to exceed 3 minutes.
 - b. A coin toss to determine choice of kick or end.
 - c. Sudden Death, in rotating 5-minute periods with a 1 minute rest interval between periods.
- f. A maximum of three players may be replaced during a game.
- g. If a player leaves a game due to injury, he/she may not participate any further in that match. The injured player may participate in later matches for that team with approval of the Event Doctor.
- h. If a player is sent off for foul play, he/she may not participate any further in that tournament. The Referee will forward a Disciplinary Report to the FRU Disciplinary Chairman for review and action.

Formats for 7's Qualifiers

3 Teams

1 v 2
2 v 3
1 v 3

Top 2 Teams play for 1st and 2nd

4 Teams

1 v 2
3 v 4
1 v 3
2 v 4
1 v 4
2 v 3

Top 2 teams play for 1st and 2nd
Bottom 2 teams play for 3rd and 4th

5 Teams

1 v 4
2 v 3
4 v 5
3 v 1
2 v 5
3 v 4
1 v 2
5 v 3
4 v 2
5 v 1

Top 2 teams play for 1st and 2nd
Next 2 teams play for 3rd and 4th

6 Teams

There will be 2 Pools of 3 teams as above.

The winner of Pool A plays the 2nd place team of Pool B in one semi-final

The winner of Pool B plays the 2nd place team of Pool A in the other semi-final.

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugby Union.com

The Number 1 team will play in Pool A

The Number 2 team will play in Pool B
The Number 3 team will play in Pool B
The Number 4 team will play in Pool A
The Number 5 team will play in Pool A
The Number 6 team will play in Pool B

Teams that have not played in previous qualifiers will be placed in the pools randomly.

7 Teams

There will be one pool of 3 teams and one pool of 4 teams as above.

The winner of Pool A plays the 2nd place team of Pool B in one semi-final

The winner of Pool B plays the 2nd place team of Pool A in the other semi-final

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugbyunion.com

The Number 1 team will play in Pool A
The Number 2 team will play in Pool B
The Number 3 team will play in Pool B
The Number 4 team will play in Pool A
The Number 5 team will play in Pool A
The Number 6 team will play in Pool B
The Number 7 team will play in Pool B

The number one team will always play in the pool with 3 teams.

Teams that have not played in previous qualifiers will be placed in the pools randomly.

8 Teams

There will be 2 pools of 4 teams as above.

The winner of Pool A plays the 2nd place team of Pool B in one semi-final

The winner of Pool B plays the 2nd place team of Pool A in the other semi-final

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugby Union.com

The Number 1 team will play in Pool A

The Number 2 team will play in Pool B

The Number 3 team will play in Pool B

The Number 4 team will play in Pool A

The Number 5 team will play in Pool A

The Number 6 team will play in Pool B

The Number 7 team will play in Pool B

The Number 8 team will play in Pool A

Teams that have not played in previous qualifiers will be placed in the pools randomly.

9 Teams

There will be 3 pools of 3 teams as above.

The winner of each pool will make the semi-finals.

The 4th semi-final participant will be determined by the team scoring the most points from the remaining 5 teams.

If 2 or more teams have the same number of points, the 4th semi-final will go to the team that allowed the least number of points. If 2 or more teams are still tied, there will be a coin toss. The tournament host will determine the method of the coin toss depending on the number of teams still tied.

The semi-finals will be Pool A winner v Wildcard Pool B Winner v Pool C winner.

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugby Union.com

The Number 1 team will play in Pool A

The Number 2 team will play in Pool B

The Number 3 team will play in Pool C

The Number 4 team will play in Pool C

The Number 5 team will play in Pool B

The Number 6 team will play in Pool A

The Number 7 team will play in Pool A

The Number 8 team will play in Pool B

The Number 9 team will play in Pool C

Teams that have not played in previous qualifiers will be placed in the pools randomly.

10 Teams

There will be 2 pools of 5 as above.

The winner of Pool A plays the 2nd place team of Pool B in one semi-final

The winner of Pool B plays the 2nd place team of Pool A in the other semi-final

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugby Union.com

The Number 1 team will play in Pool A
The Number 2 team will play in Pool B
The Number 3 team will play in Pool B
The Number 4 team will play in Pool A
The Number 5 team will play in Pool A
The Number 6 team will play in Pool B
The Number 7 team will play in Pool B
The Number 8 team will play in Pool A
The Number 9 team will play in Pool A
The Number 10 team will play in Pool B

Teams that have not played in previous qualifiers will placed in the pools randomly.

11 Teams

There will be 2 pools of 4 teams and one pool of 3 teams as above.

The winner of each pool will make the semi-finals.

The 4th semi-final participant will be determined by a flip of the coin between the 3 second place teams. All teams will flip at the same time and the odd team will advance.

The semi-finals will be Pool A winner v Wildcard Pool B Winner v Pool C winner.

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugby Union.com

The Number 1 team will play in Pool A
The Number 2 team will play in Pool B
The Number 3 team will play in Pool C
The Number 4 team will play in Pool C
The Number 5 team will play in Pool B
The Number 6 team will play in Pool A
The Number 7 team will play in Pool A
The Number 8 team will play in Pool C
The Number 9 team will play in Pool B
The Number 10 team will play in Pool B
The Number 11 team will play in Pool C

Teams that have not played in previous qualifiers will placed in the pools randomly.

The number 1 seed will always play in the pool with 3 teams.

12 Teams

There will be 3 pools of 4 teams as above.

The winner of each pool will make the semi-finals.

The 4th semi-final participant will be determined by a flip of the coin between the 3 second place teams. All teams will flip at the same time and the odd team will advance.

The semi-finals will be Pool A winner v Wildcard Pool B Winner v Pool C winner.

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugby Union.com

The Number 1 team will play in Pool A
The Number 2 team will play in Pool B
The Number 3 team will play in Pool C
The Number 4 team will play in Pool C
The Number 5 team will play in Pool B
The Number 6 team will play in Pool A
The Number 7 team will play in Pool A
The Number 8 team will play in Pool B
The Number 9 team will play in Pool C
The Number 10 team will play in Pool C
The Number 11 team will play in Pool B
The Number 12 team will play in Pool A

Teams that have not played in previous qualifiers will placed in the pools randomly.

13 Teams

There will be 3 pools of 3 teams and 1 pool of 4 teams as above.

The winner of each pool will advance to the semi-finals.

The semi-finals will be Winner of Pool A v Winner of Pool D Winner of Pool B v Winner of Pool C

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugby Union.com

The Number 1 team will play in Pool A
The Number 2 team will play in Pool B
The Number 3 team will play in Pool C
The Number 4 team will play in Pool D
The Number 5 team will play in Pool D
The Number 6 team will play in Pool C
The Number 7 team will play in Pool B
The Number 8 team will play in Pool A
The Number 9 team will play in Pool A
The Number 10 team will play in Pool B
The Number 11 team will play in Pool C
The Number 12 team will play in Pool D
The Number 13 team will play in Pool D

Teams that have not played in previous qualifiers will placed in the pools randomly.

The number 1 seed will not play in the pool with 4 teams.

14 Teams

There will be 2 pools of 3 teams and 2 pools of 4 teams as above.
Pools A and B will have 3 teams. Pools C and D will have 4 teams.
The winner of each pool will advance to the semi-finals.
The semi-finals will be Winner of Pool A v Winner of Pool D Winner of Pool B v Winner of Pool C

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugby Union.com

The Number 1 team will play in Pool A
The Number 2 team will play in Pool B
The Number 3 team will play in Pool C
The Number 4 team will play in Pool D
The Number 5 team will play in Pool D
The Number 6 team will play in Pool C
The Number 7 team will play in Pool B
The Number 8 team will play in Pool A
The Number 9 team will play in Pool A
The Number 10 team will play in Pool B
The Number 11 team will play in Pool C
The Number 12 team will play in Pool D
The Number 13 team will play in Pool C
The Number 14 team will play in Pool D

Teams that have not played in previous qualifiers will placed in the pools randomly.

15 Teams

There will be 1 pools of 3 teams and 3 pools of 4 teams as above.
Pools A will have 3 teams. Pools B, C and D will have 4 teams.
The winner of each pool will advance to the semi-finals.
The semi-finals will be Winner of Pool A v Winner of Pool D Winner of Pool B v Winner of Pool C

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugby Union.com

The Number 1 team will play in Pool A
The Number 2 team will play in Pool B
The Number 3 team will play in Pool C
The Number 4 team will play in Pool D
The Number 5 team will play in Pool D
The Number 6 team will play in Pool C
The Number 7 team will play in Pool B
The Number 8 team will play in Pool A
The Number 9 team will play in Pool A
The Number 10 team will play in Pool B
The Number 11 team will play in Pool C
The Number 12 team will play in Pool D
The Number 13 team will play in Pool D
The Number 14 team will play in Pool C
The Number 15 team will play in Pool B

Teams that have not played in previous qualifiers will be placed in the pools randomly.

16 Teams

There will be 4 pools of 4 teams as above.

The winner of each pool will advance to the semi-finals.

The semi-finals will be Winner of Pool A v Winner of Pool D Winner of Pool B v Winner of Pool C

Seeding for the pools will be based on previous qualifier results. The results will be available on line at www.usarugbyunion.com

The Number 1 team will play in Pool A

The Number 2 team will play in Pool B

The Number 3 team will play in Pool C

The Number 4 team will play in Pool D

The Number 5 team will play in Pool D

The Number 6 team will play in Pool C

The Number 7 team will play in Pool B

The Number 8 team will play in Pool A

The Number 9 team will play in Pool A

The Number 10 team will play in Pool B

The Number 11 team will play in Pool C

The Number 12 team will play in Pool D

The Number 13 team will play in Pool D

The Number 14 team will play in Pool C

The Number 15 team will play in Pool B

The Number 15 team will play in Pool A

Teams that have not played in previous qualifiers will be placed in the pools randomly.