



## CALIFORNIA STATE GAMES SEVENS TOURNAMENT

### TOURNAMENT TIMINGS

#### U10's-U14's

8:00am – Registration

8:30am – Coaches Meeting

9:00am – Kick Off

9:00am-1.22pm – Games

#### U16's-u18's

1:00pm – Registration

1:30pm – Coaches Meeting

2:00pm – Kick Off

2:00pm-6:00pm – Games

### *Sponsored by San Diego Legion Community Foundation*

To ensure a fair competition, the Cal State Games will use the following tournament rules, code of conduct, eligibility requirements, and other guidelines to govern the event.

Tournament director(s) will adjudicate any issues not covered below on a case-by-case basis.

### **CODE OF CONDUCT**

All participants, volunteers, match officials and spectators should familiarize themselves with and follow the Personal Code of Conduct. Breaching the Personal Code of Conduct may lead to removal from event at the discretion of the event organizers as determined on a case-by-case basis.

#### Code of Conduct

## DOs

- Show respect for officials & other participants
- Take responsibility for safety on & off the pitch
- Verbally support in a proactive manner
- Applaud good play
- Use the provided garbage & recycling containers
- Use tents or lavatories for changing

#### Code of Conduct

## DON'Ts

- Do not stray onto pitch at any time
- Do not verbally abuse match officials
- Do not use poor language
- Do not participate in physical aggression
- Do not compete outside the laws of the game
- Do not drink alcohol

## TEAM CHECK IN

Team representatives must check in at the scorer's table at least 60 minutes before their first scheduled match. Any team not checked in one hour before their match may be replaced with a team from the waitlist at the discretion of the tournament director(s).

## ELIGIBILITY & ROSTER

Teams must present an SCYR Match roster; All players must have a photograph & be cleared by SCYR. All players must be verified at the check in prior to competing.

**Liability Waiver** — Each team must give a roster/waiver form to the tournament director before starting play. Players may also be required to give an active membership number from USA Rugby or a similar national governing body.

## COMPETITION FORMAT & TOURNAMENT RULES

### 1. General rules of play & tournament:

- a. Tournament will follow the Southern California Youth Rugby rules – adapted for 7's play. These are found in the 2022 SCYR Policy Document
- b. In the case of a knock-out game (except for a 1st place final) the team that scored first will be awarded the tie-breaking victory. If the elimination game ends in a 0 to 0 tie, the winner will be determined by coin flip. In a 1st place final match, if the game ends in a tie, then a sudden death period will take place, the 1st team to score wins.
- c. In divisions where pool play is the format of the tournament the following points will be awarded
  - i. 3 for a win
  - ii. 2 for a tie
  - iii. 1 for a loss
  1. First tiebreaker is Head to Head result
  2. Second tiebreaker is net point differential
  3. Third tiebreaker is a coin flip
- d. No swapping of players will be allowed in the senior division (boys U16/18). In the junior division (U8-U14) this will only be allowed in the following cases
  - i. Where a team does not have enough players to field a full team – and an opposing team “loans” a player from a junior division team (no senior division player will be allowed in the junior division)
  - ii. Approval by the Tournament Director 10 minutes prior to the game
- e. Please ensure you are at the field to play, when the game prior to your game starts. You are expected to go onto the field as soon as the final whistle goes. If you are not at the field when the referee asks for teams, you will have forfeited that game.
- f. All and any challenge of a rule violation is to be lodged directly to the Tournament Director, Jack Wiggins.
- g. If a player is red carded during a game in the tournament, that player will not be able to play for the rest of the game and the rest of the tournament. If a player is yellow carded

twice in the same match, this player will not be able to play for the remainder of the game and remainder of the tournament.

h. Side-line Management - There will assigned areas on field for spectators and teams (players/coaches). All spectators should be behind the roped area. Only marked players and coaches playing will be allowed in Technical Zone.

i. Running clock – With the exception of a serious injury a running clock will be administered by referees for all games if the tournament runs behind schedule

## **2. Officiating & Refereeing**

### **A. Protocol**

i. Referees will be tasked to first and foremost ensure a safe and secure playing environment for every player on the field, and any circumstance that violates the safety of a player, the referee will be asked to take strong action

ii. There is a zero tolerance for any abuse of the referee from a player, coach or supporter, 1st warning a penalty to team, 2nd warning captain yellow carded and third warning team will forfeit the game. Coaches you are responsible for parents and supporters of your club. Please maintain rugby's culture of respect for the referee and the opposing team.

iii. If ANY referee abuse should occur this weekend, referees will give one warning, then will penalise the offending team and/or stop the match until the coach/spectator/athlete leaves the field. A 2nd offence will result in a yellow card to the captain and a 3rd will result in a team forfeit of the game. Tournament directors will uphold referee's decisions. Offenders will also be referred to SCYR's Disciplinary Committee for further action.

iv. Coaches you are responsible for parents and supporters of your club. Please maintain rugby's culture of respect for the referee and the opposing team.

v. Any issue with a referee is to be reported directly to the Tournament Director, Jack Wiggins.

## **3. Games Schedule**

a. Please ensure you check in after your game is complete to determine the time of your next game. 20 minutes is allocated for completing the game which is the standard for 7's. We aim to run the tournament on time.

## **4. Awards & Ceremony**

a. Medals will be awarded to winning and losing finalists in all divisions. Medal ceremony will be on the field at the end of each final.

## **5. Communication**

a. In the event of any inquiry, uncertainty, emergency on the day, please call the Tournament Director, Jack Wiggins 760 559-8527. Additional Contacts are: Tournament Operations, Kylee Wetsel 760 975-4767 and Assistant Tournament Director Guy Hagan 858 525-2385.

b. Each team will need to leave a manager/coaches WhatsApp contact detail on registration. All updates will be posted on a WhatsApp group; this will be created on the morning of the event

## **Other important information**

**High School/U19 Players** — High School teams may not roster players aged 19 years and above. In addition, players with college rugby experience are not eligible for a High School team.

**Red Cards** — A player sent off with a red card for any reason will be considered OUT of the tournament and not permitted to take part for the rest of the event (see all Disciplinary Guidelines below).

**Substitutions** - All games will be played with Roll-on, Roll-off substitutions. Players must not enter the field of play until the playing being replaced is on the touchline.

**Match number & duration** - Three (3) matches will be scheduled for each team in the tournament regardless of division. Unforeseen forfeits\* may affect the number of matches actually played by each team.

Matches will be played every 20 minutes (i.e. 8:00, 8:20, 8:40, etc...) and will consist of two, 7-minute halves and a 2-minute half-time.

*Directors message.....*

*“These are kid’s*

*This is a game*

*The Coaches are volunteers*

*The Referees are human*

*This is not Major League Rugby”*

