



# Summer 7s 2026 GUIDE

## Event Dates

May 30, June 6, June 13, June 20, June 27

[SoCal Quick Rules & Variations](#)

[SoCal Policies](#)

[\(Summer 7s 2025 Results\)](#)

## Official SoCal SEVENS 2026 Series

The SoCal Youth Rugby SEVENS series is five weekends of 7s play for member clubs in 2026.



### NEW for 2026!

- Playing in May: The first 7s weekend is May 30 just after Memorial Weekend.
- Finishing in June: No longer competing with July vacations and early football/fall sport starts
- Cal State Games June 27! Cal State Games have elected to partner with SoCal Youth and move their rugby date typically in mid-July to align with the SoCal schedule.
- All events part of one system: The freshly branded “SoCal SEVENS Series” goal is to create an expected and common experience, yet with each host club’s flair
  - Same rules, format, expectations
  - Clubs are encouraged to attend the full series, but full series participation is not required. Clubs choose what events and what divisions to participate in.
  - No “alternative formats” allowed. No sanctioning will be given to offsprings events.

## Core Tournament Principles

- Same points system
- Same tiebreakers
- Same game length windows
- Same bracket structure per number of teams
- NO subjective seeding

## Fees / Divisions

### Player Fees

SoCal Summer 7s Seasonal fee per player: \$40

Coed - U10, U12

- Boys winter 2026 weights taken carry through to Summer 2026
- New players needing a weight, please contact Kate Williams at [kate@socalyouth.rugby](mailto:kate@socalyouth.rugby)

Coed - U14

Girls - U15, U18

Boys - U16, U18

### Team Fees

May 30, June 6, June 13, June 20: 8 team max per division:

U10 Community - \$250 per team

U10 Premier - \$250 per team

U12 Community - \$250 per team

U12 Premier - \$250 per team

U14 Community - \$275 per team

U14 Premier - \$275 per team

GU15- \$275 per team

BU16 - \$275 per team

GU18 - \$275 per team

BU18 - \$275 per team

June 27 Cal State Games: 8 team max per division:

U10 Community - \$300 per team

U10 Premier - \$300 per team

U12 Community - \$300 per team

U12 Premier - \$300 per team

U14 Community - \$325 per team

U14 Premier - \$325 per team

GU15- \$325 per team

BU16 - \$350 per team

GU18 - \$350 per team

BU18 - \$350 per team

- NO refunds are granted for team registrations unless the division is cancelled by SoCal.
  - Each division must have at least 3 teams registered for it to commence.
- [Required Brackets for 3-8 teams](#): All matches scheduled on the hour/:00, twenty/:20, and forty/:40
- Team Registration will take place in MatchFacts for all events including Cal State Games. Team registration is first-come/first-served and open April 28 per the chart below. Clubs can register multiple squads in a division, which means they could also play one another.

## TEAM Registration & Deadlines

Week	HOST	7s DATE	Team Reg Opens	Team Reg CLOSES	Schedule draft	Final Schedule
<b>Wk 1</b>	<b>Back Bay</b>	<b>May 30</b>	April 28	May 8	May 14	May 19
<b>Wk 2</b>	<b>Mtn Lions</b>	<b>June 6</b>	April 28	May 15	May 21	May 26
<b>Wk 3</b>	<b>Hawaiian Gardens</b>	<b>June 13</b>	April 28	May 22	May 28	June 2
<b>Wk 4</b>	<b>Dragons</b>	<b>June 20</b>	April 28	May 29	June 4	June 9
<b>Wk 5 / CSG</b>	<b>SOC Raptors</b>	<b>June 27</b>	April 28	June 5	June 11	June 16

## HOST Requirements

Details to be shared by each host with participating Clubs:

- Tournament Director Name and contact information
- Check-In /Bracket Manager(s) name(s) and contact information
- Check-In schedule
- Facility rules
- Field Address & Map with parking details, restrooms
- Onsite food and beverage availability
- Proper Tech Zone with ropes

Hosts will also provide:

- Tents for Referees and Athletic Trainers
- Lunch for Referees and Athletic Trainers

## Rugby Culture

- [SoCal Youth Rugby Code of Conduct](#)
- [USA Rugby Game Management Guidelines](#)
- [Discipline](#)

As per policies, each team must have a Field Monitor per match. Field Monitors are responsible for spectator behavior. Coaches and Admins in the Tech Zone are responsible for the team's behavior.

## Operational

### Seeding

All Summer 7s brackets will be formed using a randomized lottery system within divisions. No subjective seeding will be used. U10-U14 do have the option of Community and/or Premier divisions.

Why this matters:

- Eliminates politics / complaints
- Saves HOURS of organizer time
- Keeps it fair + transparent
- Aligns with developmental focus

### Rosters / Eligibility

Each registered team must submit a roster in MatchFacts by Thursday at 11:59pm prior to the Saturday event date. As well, a printed roster is required for check-in onsite. The printed roster must have a current date. No old rosters will be accepted. Only rostered players are allowed to check-in and compete. Only rostered coaches and admins are allowed in the tech zone. All players, coaches, and admins will be marked on their hand for the appropriate divisions as per Policies.

Playing down is not allowed. If there is an Premier and Community in the same division and an athlete is rostered to Premier, they cannot play Community.

Coaches are responsible for ensuring athletes do not exceed the minutes of play per day as per USA Rugby Guidelines:

U10: 60 minutes

U12: 70 minutes

U14: 80 minutes

U15: 80 minutes

U16-U18: 90 minutes

**Check-In**

Please check-in your players 60 min before the start of your 1st match – or per the Host's schedule. Players should be lined up in the order of the roster submitted. Players will be marked for their division for their approved division of play.

**Ready to Play**

Coaches should ensure their team is at the field to play 10 minutes prior to kick-off. If you are not at the field on time (less than 5 min), playing time will be reduced. If a team is 5 min late, that team will have a forfeit.

**Running Clock**

Games will be on a running clock.

**Technical Zones**

Only checked-in and marked players and coaches are allowed in the technical zones.

**Sideline Management**

All spectators must be behind the roped area. Rostered field monitors for each team are responsible for their team's spectator behavior.

## Rules of Play

**Tournament Rules**

Tournament follows [SoCal Quick Rules & Variations](#) and details below.

**Points**

Win = 3 points

Draw = 2 point

Lose = 0 points

**Table Tiebreaker**

1. First tiebreaker is Head to Head result
2. Second tiebreaker is net point differential
3. Third tiebreaker is a coin flip

**Match TieBreakers**

For pool play, teams can end in a tie/draw.

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.

In a Championship match for U10 and U12 Experienced and U14-U18 divisions only - If the game ends in a tie, then a 5-min sudden-death period will take place, the first team to score wins.

### **Yellow & Red Cards / Foul Play**

Yellow card = Sin bin sit for 2 minutes and cannot be replaced.

- A yellow card does not follow to other matches.

Two (2) yellow cards in one match = removal from the game and cannot be replaced.

- This player can play the rest of the tournament.

Red card = player will not be able to play for the rest of the match AND cannot play the rest of the tournament.

- The red carded player is out/done for the day. The Red Carded player must present themselves to the Check-In desk for notation of infraction.

### **Substitutions**

All games will be played with Roll-on, Roll-off substitutions.

Players must not enter the field of play until the player being replaced is on the touchline.

Players can appear once per half.