



TOURNAMENT RULES & FORMAT

GLENDAL, COLORADO, USA
August 25-27, 2023

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RUGBYTOWN 7's

INFINITY PARK AT THE CITY OF GLENDALE, COLORADO, USA

August 25-27, 2023

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TOURNAMENT CONTACTS

TOURNAMENT OPERATIONS

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MATCH OPERATIONS

Title	Name	Mobile	Email Address
Competitions Manager	Rob Randell	801-403-5001	robrandell228@gmail.com

MEDIA

Title	Name	Mobile	Email Address
Media Manager	Bella Acosta	720-749-0120	mailto:bacosta@glendale.co.us

TOURNAMENT MEDICAL

Title	Name	Mobile	Email Address
Tournament Medical Coordinator	Lee Ann Hewitt	720-937-8014	lhewitt@glendale.co.us

EMERGENCIES/OFFSITE MEDICAL

Institution	Contact	Telephone #	Hours
Fire / Emergency Services	911	911	24/7
24 Hour Emergency Manager (Glendale Police Department)	Lt. Donnie Vigil	303-434-9336	24/7
AFC Urgent Care	760 S Colorado Blvd.	303-692-8000	Mon-Sun: 8am - 8pm
Concentra Urgent Care	875 S Colorado Blvd.	303-388-5627	Mon-Fri: 8am - 5pm
Denver Health (Rocky Mtn Lvl 1 Trauma Center)	777 Bannock Street	303-436-6065	24/7
Rose Medical Center	4567 East 9th Avenue	303-320-2121	24/7

ACCOMMODATIONS

Hampton Inn & Suites	4150 East Kentucky Avenue, Glendale, CO	303-692-1800
Hilton Garden Inn	600 S Colorado Blvd., Glendale, CO	303-754-9800
Residence Inn	670 S Colorado Blvd., Glendale, CO	303-758-6200

TOURNAMENT RULES AND FORMAT

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1. World Rugby Rules. All matches shall be played according to the World Rugby (WR) Bylaws, Regulations, and Laws of the Game with Seven-a-Side variations as framed by World Rugby. Any inadvertent mention of IRB or International Rugby Board is interpreted to mean current World Rugby regulations as successor organization to the IRB.
2. Tournament Squads.
 - 2.1. All teams will be entitled to have the following in their squads competing at the tournament:
 - 2.1.1. Up to 13 players.
 - 2.1.2. One (1) traveling reserve that can be placed into the Rugbytown Player Pool. Traveling reserves may only be activated if/when a roster loses a player due to injury, and the medical staff determines that player is unable to return to play.
 - 2.1.3.
 - 2.1.4. Up to 5 staff members (e.g. coach, manager, physio).
3. Declaration of Squads/Team Check In.
 - 3.1. The Team Manager shall be required to submit a squad (max 13 players) for the tournament on the form attached as [APPENDIX 3](#).
 - 3.1.1. All players on the squad must be approved by USA Rugby prior to the start of the tournament.
 - 3.1.2. The squad, including shirt numbers (1 – 12), shall be submitted at the Team Check In.
 - 3.1.3. Any players not listed on a team's final 13 are eligible to be in a replacement pool for the tournament as a whole.
 - 3.2. The Team Manager shall be required to submit a "Team Info Form" for the tournament on a form similar to the form attached as [APPENDIX 4](#).
 - 3.3. Players shall be required to submit a "Player Info Questionnaire" for the tournament on a form similar to the form attached as [APPENDIX 5](#).
 - 3.4. If a participating team, prior to squad declaration, dismisses a player (for any reason) the participating team can bring another eligible player into the squad at the expense of the participating team.
 - 3.5. Should a player become injured after the Team Check In, the player may be replaced from the approved replacement pool, provided he is certified as injured by the Medical Manager.

- 3.6. If a participating team dismisses a player (for any reason) after the Team Check-in, the player may be replaced from the approved replacement pool.
- 3.7. The Team Manager must submit a match roster of seven players and up to five replacements for the squad by not later than 20 minutes prior to each match. Rosters will be provided to the Team Manager at the Coaches and Managers Meeting as well as on match day.
- 3.8. Team Managers must ensure that all players representing their team are eligible to do so in accordance with the World Rugby Bylaws and Regulations, and meet the following conditions:
 - 3.8.1. If not a member of the USA Rugby Football Union:
 - 3.8.1.1. A World Rugby Clearance for competition internationally is filed with the USA Rugby Football Union.
 - 3.8.1.2. Proof of liability insurance coverage through the respective nation's governing Rugby Football Union is provided.
 - 3.8.1.3. Proof of medical insurance coverage or valid traveller's insurance over the competition dates is provided.
 - 3.8.2. If a member of the USA Rugby Football Union:
 - 3.8.2.1. Club and Individual Participation Program (CIPP) liability and accident coverage is current.
 - 3.8.2.2. Proof of medical insurance coverage or player is on official military duty orders.
 - 3.8.3. Each player in the Senior Division is at least 18 years of age on or before the first day of competition, in accordance with the guideline age for age grade players to be eligible to play adult rugby.
- 3.9. Players must retain the same jersey number throughout the tournament.
- 4 Meeting. It is required to conduct a meeting of team Managers prior to the commencement of the tournament. Each team is **required** to send at least one representative to the meeting. The meeting will take place on Thursday, **August 24, at 6:00 PM.**
- 5 Disputes.
 - 5.1 The Competitions Manager shall deal with minor complaints and disputes relating to the day-to-day administration and management of the tournament and shall direct all complaints and disputes, which are not, in the opinion of the Competitions Manager, for his attention to the Dispute Committee.
 - 5.2 Dispute Committee.
 - 5.2.1 Subject to paragraph 5.1, the host will appoint a Dispute Committee to deal with those disputes relating to the tournament. The Dispute Committee shall be comprised of three representatives appointed by the host (one who shall also act as chairman and one representative on behalf of the participating teams). The Competitions Manager will provide and/or arrange such facilities as necessary for the Dispute Committee as well as services such as typing, meeting room, interpreter, etc.
 - 5.2.1.1 Chairman
 - 5.2.1.2 Member
 - 5.2.1.3 Member
 - 5.2.2 Subject to the provisions of this Plan, the Dispute Committee shall conduct all of its activities in accordance with the World Rugby Bylaws, Regulations relating to the Game and/or the Laws of the Game as may be appropriate.

- 5.2.3 Formal notice of any complaint and/or dispute, along with all relevant documentation and materials relating thereto, should be lodged with the Competitions Manager with a copy to the participating team, within two (2) hours after the complainant becomes aware of the incident/issue which has given rise to the dispute. Subject to paragraph 5.1, the Competitions Manager shall pass copies of all such documentation and materials to the chairperson of the Dispute Committee.
- 5.2.4 On-field foul play citation referrals (subject to Reg 17) must be brought to the Competitions Manager within 30 minutes of the final whistle of the game in which the alleged foul play took place (see appendix 7 for a non-binding representative sample of the process flow for citation).
- 5.3 Powers of Dispute Committee. In relation to disputes handled by the Dispute Committee, the Committee shall have powers to determine issues of any nature arising in connection with the conduct of the tournament, including but not limited to disputes, disagreements or the interpretation or performance of the rules of the tournament and matters covered in the Plan between and amongst participating teams, the host, members of the teams, referees, Competitions Manager and all other persons, institutions and companies involved in the tournament.
- 5.4 Procedures. The Dispute Committee shall have full discretion as to its procedures and as to what evidence it may require. The Committee will not be bound by judicial rules governing the procedure or the admissibility of evidence provided that the proceedings are conducted in a fair manner with reasonable opportunity for each party to present its case.
- 5.5 Sanctions. The following sanctions shall be available to the Dispute Committee:
- 5.5.1 Expel a participating team from the remainder of the tournament.
- 5.5.2 Expel any member of a team from the remainder of the tournament.
- 5.5.3 Suspend or otherwise discipline a participating team and/or any member of the team.
- 5.5.4 Require payment or repayment of any sum by a participating team and or member of a team and impose fines on the same.
- 5.5.5 Cancel and/or vary the result of a match.
- 5.5.6 Caution, reprimand and warn as to future conduct any participating team and/or member of any team.
- 5.5.7 Impose such other punishment, penalty, restriction or other terms as it considers an appropriate sanction.
- 5.6 Miscellaneous.
- 5.6.1 The Dispute Committee may also carry out the following functions:
- 5.6.1.1 Exercise such other powers necessary or incidental.
- 5.6.1.2 Hear and decide such other matters that may from time to time be referred to the Committee for adjudication.
- 5.6.2 Subject to paragraph 5.6.3 and 5.7 below, the decision of the Dispute Committee shall be final and binding immediately upon notification to the parties.

5.6.3 Where the Dispute Committee makes a decision which results in the expulsion of a team from the tournament, in such circumstance a right to appeal to an independent Appeal Committee shall exist which shall use all reasonable endeavors to determine the appeal on an expedited basis and prior to the conclusion of the tournament. The Appeal Committee shall be appointed by the host and shall normally comprise of two members but may comprise two members and in exceptional circumstances one member.

5.6.3.1 Chairman

5.6.3.2 Member

5.6.4 For the avoidance of doubt, the parties agree that prior to or during the tournament no challenges shall be made to any decisions of the Competitions Manager and/or Dispute Committee and/or any other person or bodies appointed by the host in respect of any and all operational, participatory, commercial and any other matters relating to the tournament. However, in the event that the parties hereto are unable to settle amicably any dispute arising out of or in connection with this agreement or in the event that the party seeks to challenge any decision made by or on behalf of the host (other than decisions in relation to disciplinary, anti-doping or misconduct matters) then, subject to any dispute regulations specifically formulated by World Rugby or the host and applicable to the tournament, a party may, following completion of matches in the tournament, refer the matter to an independent arbitrator appointed by agreement of the parties or should that person be unavailable or no agreement reached, such further person as may be nominated by the host.

5.6.5 If this Plan and/or the Laws or Regulations contain no provision for a particular incident, or incidents, then the Competitions Manager may deal with the matter or refer such matter to the Dispute Committee and the matter shall be dealt with in accordance with the principals of justice and fairness.

5.7 Appeals. In addition to the provisions contained in paragraph 5.6.3 above, the parties agree that, in circumstances where the Dispute Committee makes a decision to expel a team from the tournament and the right of appeal in this paragraph is exercised by a participating team, the Appeal Committee shall have the power to;

5.7.1 allow or dismiss the appeal;

5.7.2 vary the decision in such manner as it shall think fit (including power to reduce, uphold, decrease or cancel any penalties);

5.7.3 make such further order (in relation to cost or otherwise) as it may think fit; and

5.7.4 take any steps, which in the exercise of their discretion they consider would be appropriate, in order to deal justly with the case in question.

5.8 The Appeal Committee will not be bound by judicial rules governing the procedures or the admissibility of evidence provided that the proceedings are conducted in a fair manner with a reasonable opportunity for each party to present its case. The decision of the Appeal Officer shall be final and binding.

6 Tournament Rules.

6.1 Laws of the Game. All matches shall be played according to the current Laws of the Game, as framed by World Rugby. In cases of difference in interpretation, the English text of the World Rugby Handbook shall be authoritative and final.

- 6.2 Balls. To ensure uniformity, white balls will be used in all matches. The specified ball will conform to the Laws of the Game.
- 6.3 Eligibility. A player may play for a participating team in the tournament if he is eligible to play for that team in accordance with World Rugby Regulations Relating to the Game (Regulation 8) in force at the time of the tournament, and paragraph 3.6. of this Section.
- 6.4 Pools. All teams competing will be grouped into pools as follows:
- 6.4.1 Pool A: U.S Air Force, U.S. Army, U.S. Coast Guard, U.S. Marines, U.S. Navy
 - 6.4.2 Pool B: Casanovas, Lions 7s, Speranza 22, Tel Aviv Heat, Tsunami Barbarians
 - 6.4.3 Pool C: Denver 7s, Gorilla Rugby, Ramblin' Jesters, SoCal Griffins, Team Germany
 - 6.4.4 Pool D: Cannibals, Infantry Rugby, NAV 7s, USA U-23s, Wild Dogs
- 6.5 If a team willfully refuses to play, or willfully abandons a match without the prior consent of the match referee, then, subject to confirmation by the Dispute Committee, that team will be expelled from the tournament.
- 6.6 If a team has been expelled from the tournament for whatever reason, then;
- 6.6.1 For the purposes of determining standings in the pool competition table, all match results against such team shall be deemed null and void.
- 6.7 Determining Pool Table Standings.
- 6.7.1 Positions in the pool competition table shall be determined by win/lose record with 3 points for a win, 2 for a tie and 1 for a loss.
 - 6.7.2 If at the conclusion of the pool stage two teams are tied, the seeding will be determined by the results of the match between the two teams. The team that won that match shall be deemed to have finished higher in the pool competition table.
 - 6.7.3 If the match between the two teams was a tie at the end of the pool stage, then the following process shall be used to determine the placing:
 - 6.7.3.1 The margin of points scored for and against a team in all pool matches shall be considered. The team with the highest positive margin of points will be ranked higher in the pool competition table: - if the tie remains unsolved, then;
 - 6.7.3.2 The margin of tries scored for and against a team in all pool matches shall be considered. The team with the highest positive margin of tries will be ranked higher in the pool competition table: - if the tie remains unsolved, then;
 - 6.7.3.3 The team that has scored the highest number of points in the pool matches shall be ranked higher in the pool competition table: - if the tie remains unsolved, then;
 - 6.7.3.4 The team that has scored the highest number of tries in the pool matches shall be ranked higher in the pool competition table: - if the tie remains unsolved, then;
 - 6.7.3.5 The tie will be resolved by the toss of a coin between the Team Managers concerned.

6.8 Knock-out Stages.

- 6.8.1 The first and second ranked teams from pool play will advance to the Cup Tier for the \$10,000 purse. The third and fourth ranked teams from pool play will advance to the Bowl Tier.
- 6.8.2 During the knockout stages and grand finals, in the event of a match being drawn at the end of normal time, extra time will be played until a winner is determined. Extra time will be in periods of five minutes. After each period the teams will change ends without interval. In extra time the team who scores first will immediately be declared the winner without further delay.
- 6.8.3 The team that kicked off first will do so again in the first period of extra time, subsequent kick-offs will alternate between the two teams.
- 6.8.4 The duration of a game will be seven minutes per half with a two-minute half time interval. The duration of the Cup medal match will also be 7 minutes per half with a two-minute half time interval.

6.9 Abandonment. Apart from the willful abandonment of a match and subsequent expulsion under paragraph 6.5, and in the event of a match having to be stopped after its commencement under the provisions of the Laws of the Game, then subject to confirmation by the Dispute Committee, the following procedure shall apply:

6.10 Pool matches.

- 6.10.1 Where a pool match has been abandoned, either at half time or at any time in the second half, the result and any points and tries scored by each team in the match shall stand.
- 6.10.2 Where a pool match has been abandoned during the first half, the result shall be declared a draw.
- 6.10.3 Where a pool match has been declared a draw, then for that match each team will be awarded two match points and any points and tries scored will count towards the total points and tries scored by each team in their pool matches.

6.11 Knock-out matches.

- 6.11.1 Where a match has been abandoned either at half time or at any stage in the second half, the result shall stand. If both teams are tied then the team having scored the most tournament points shall be declared the winner. If this does not produce a winner then the provision within paragraph 6.7.3 shall be used to ascertain a winner. However, if one of the teams participated in a pool where a team was expelled, for whatever reason, then the matter will be referred to the Dispute Committee, which shall decide the most appropriate method for determining the winner of the tied knockout match.
- 6.11.2 If a match has been abandoned during the first half, the result shall be declared a draw and then the provision within paragraph 6.7.3 shall be used to ascertain a winner. However, if one of the teams participated in a pool where a team was expelled, for whatever reason, then the matter will be referred to the Dispute Committee, which shall decide the most appropriate method for determining the winner of the tied knockout match.

6.12 Unpreventable delay.

- 6.12.1 Where a pool round-robin or knock-out match has been delayed due to an unpreventable event (e.g. weather), the match shall be adjudicated according to the distinctions of paragraph 6.10. "Abandonment".

- 6.12.2 Where a pool final or tournament medal final has been delayed due to an unpreventable event (e.g. weather), the match shall be suspended until the conditions allow resumption of the match.
- 6.13 A match shall be played by no more than seven players in each team on the playing field. A player may be replaced on account of injury or substituted. A team cannot nominate more than five replacements/substitutes. A team can substitute or replace up to five players. A player that has been substituted may re-enter the match as long as the five-player limit is not exceeded. Temporary replacement for a blood injury to a player is permitted. A player who has been replaced through injury may not resume play in the same match, except if temporarily replaced for a blood injury. No replacement or substitution may be made except with the permission of the referee, and only during a stoppage in play.
- 6.14 Only players, the referee, assistant referees, water carriers (2 per team), and medically trained persons (in order to tend to an injured player), may enter the playing area. During the interval, coaches, water carriers, and camera crews may enter the playing area but must leave it before resumption of play.
- 6.15 The standard set of variations for the Seven-a-Side Game 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 a Kick-off by the kicking team as specified below will result in a Free Kick at the center of the half-way line awarded to the non-offending team. The following are the transgressions:
- 6.15.1 Ball not reaching the opponents' 10-metre line, unless first played by an opponent.
- 6.15.2 Ball kicked directly into touch.
- 6.15.3 Players of the kicker's team in front of the ball when it is kicked.
- 6.15.4 Ball kicked into In-goal where it is immediately made dead by the non-kicking team, or the ball becomes dead by crossing the Touch-in-goal or Dead ball lines.
- 6.16 The coin toss to decide who will kick off and to choose ends will take place at half time of the prior game, under the bridge leading to the player tents. Coin flips for games with extended breaks will occur under the bridge at 20minutes before kickoff. The match referee shall conduct the toss with a representative of each team in attendance. Failure to appear at the appointed time forfeits choice of end or kicking to the opposition; in the event neither team appears, the referee will choose who kicks and what end the teams will play on.
- 6.17 On-field presentation.
- 6.17.1 All players in the participating teams must wear the same jerseys, socks and shorts that are normally associated with the prestige of an international rugby match.
- 6.17.2 All teams must have an alternate set of jerseys to wear for games where there is a colour clash.
- 6.17.3 For any match where there is a colour clash, the team wearing the alternate kit will be determined by the toss of a coin.
- 6.17.4 Squad numbers (1 – 12) will be assigned to all players who participate in any match in the tournament. Once assigned a number, the player will retain such number for the duration of the tournament. Numbers must be of a sufficient size and suitable design so as to be clearly identifiable from the side of the field and from the pavilion. The alternate set of jerseys must also be clearly numbered 1 – 12. Please note that in the case where the jersey has either a hoop or patterned design, the numbers must have a contrasting background and border in order to ensure that the players can be clearly identified.

6.17.5 Huddling up, cheering for and tunneling off the opposition is a time honored and essential part of respect in the game of rugby. The teams are asked to do so in the in-goal area nearest the bridge toward the player village, in order to keep the field clear for the next teams / game.

6.18 Technical Zone.

6.18.1 All reserve players must be clearly identifiable as reserve players.

6.18.2 Each Team is allowed to have the following personnel in the Technical Zone during their Matches: Coach, Team Manager, Physiotherapist and five reserve Players. One additional person who is either a medical or a coaching member of the Team and whose responsibility has previously been notified to the Competitions Manager will be permitted in the Technical Zone.

6.18.3 A maximum of two non-playing personnel are allowed to enter the field of play for the purposes of water carrying (which is only permitted when play is stopped for an injury or when a try has been scored). The Manager and Coach are not permitted to act as water carriers at any time. The water carriers must wear the Technical Zone bibs provided by the tournament organizer at all times.

6.18.4 Except as specified in paragraph 6.18.3 or as otherwise allowed under the Laws and Regulations of the Game all non-playing personnel must remain inside the technical zone (the technical zones are the team benches).

6.19 Appointment of officials.

6.19.1 The City of Glendale, as the host, shall appoint or procure the appointment of relevant officials and agencies for the tournament in respect of the following:

6.19.1.1 Operations Directors

6.19.1.2 Competitions Manager

6.19.1.3 Hospitality Manager

6.19.1.4 Media Manager

6.19.1.5 Medical Manager

6.20 For each match during the tournament the following match officials will be appointed:

6.20.1 Referees

6.20.2 Assistant referees

6.20.3 Scoreboard Operator

6.20.4 Ball keepers

6.21 Doctor/Physiotherapist.

6.21.1 Requirements for medical treatment on the field of play will be provided by the tournament Medical Manager and her support staff, and/or the team's own trained medical personnel.

6.21.2 Local medical institutions will provide post-match and after-hours medical support and all expenses thereof will be paid by the participating team.

6.21.3 Proof of medical insurance coverage is required to participate in the tournament.

6.21.4 Purchase of traveler's health insurance is highly recommended prior to travel to the U.S. in case of an emergency. It is reasonably inexpensive and may be faster and more convenient.

6.22 Request by Officials. The participating team and each member of the team are requested to comply with the reasonable requests of the tournament officials.

6.23 Variations.

6.23.1 The host reserves the right from time to time before and during the tournament to make or vary rules and give direction as to the conduct of the tournament, the conduct of the participating teams, and each member of the team. All such rules and directions when made and communicated from the Competitions Manager will become binding on the participating team and each member of the team.

6.23.2 This paragraph is intended to allow the host to take such action as they consider necessary in the best interests of the tournament to maintain the integrity of the tournament and to respond to events. This paragraph shall be implemented in accordance with the following provisions:

6.23.2.1 Variations of the terms of participation, rules, and directions shall not be retrospective and shall apply uniformly across all participating teams and members. Variations of the terms of participation, rules, and directions shall be communicated in writing and shall be binding on the host.

6.23.2.2 Where it is practical to do so, the host shall seek to consult with participating teams in relation to variations of the terms of participation, rules or directions, but such consultation shall not limit the rights of the host under the terms of participation. Any variation to the terms of participation shall be communicated in writing.

6.23.2.3 The World Rugby Bylaws, Regulations relating to the Game, the Laws of the Game shall not be varied save by decision and/or direction of the World Rugby Council.

7 Tournament Disciplinary Process.

7.1 World Rugby Regulations 17 (Discipline - Foul Play) and 20 (Misconduct and Code of Conduct), as updated from time to time, set out the applicable Disciplinary Regulations for the Tournament, subject to any permitted modifications set out below.

7.2 World Rugby Regulations 17 and 20 are available at <https://www.world.rugby/organisation/governance/regulations/reg-1>. The Code of Conduct is also set out at the conclusion of these Tournament Disciplinary Regulations.

7.2.1 Any changes to Regulations 17 and 20 will be sent to all Unions by World Rugby and the updated version posted on the World Rugby website. In the event that the World Rugby Council amends Regulations 17 or 20 or there is any discrepancy between these Tournament Disciplinary Regulations and the Regulations, World Rugby Regulations 17 and 20 as approved by the World Rugby Council shall take precedence. The City may update and/or amend this section of the Terms of Participation from time to time as appropriate and shall advise the Participating Teams accordingly.

7.2.2 The procedures and powers of Judicial Officers, Appeal Officers and Appeal Committees are set out in World Rugby Regulation 18, also available at the above link.

- 7.2.3 References to the Host Union in World Rugby Regulation 17 may also be read as references to the City, which shall administer the Tournament Disciplinary Regulations.
- 7.2.4 References to the Designated Disciplinary Official in World Rugby Regulation 17 shall refer to the person(s) nominated by the City to fulfil such role in relation to the Tournament and/or particular Matches within the Tournament.

7.3 Temporary Suspensions and Citing Commissioner Warnings.

- 7.3.1 The procedures with respect to Temporary Suspensions and Citing Commissioner Warnings set out in World Rugby Regulation 17.35 shall apply to the Tournament.
- 7.3.2 In addition to the appeal procedures set out in World Rugby Regulation 17.36 each notice of appeal shall be accompanied by a deposit in the sum of US\$400 or equivalent which shall be payable to the City.

7.4 General Obligations.

- 7.4.1 Participating Teams are reminded that they are responsible and accountable for the conduct of their Players, Team Members and other persons in attendance at the Tournament in an official capacity with the Participating Union and must ensure that their conduct is of the highest standard and that Matches are played in accordance with disciplined and sporting behaviour.
- 7.4.2 Each Participating Team and Team Member agrees to be bound by and comply with the provisions and requirements of the Tournament Disciplinary Regulations and any decisions made thereunder. Each Participating Union also acknowledges its responsibility and accountability for the acts and/or omissions of other persons in attendance at the Tournament in an official capacity with the Union.

7.5 The Designated Disciplinary Officer, Citing Commissioner, and / or Judicial and Appeal Officers may or may not have affiliations to one or more Teams, whether in an administrative role or by common nationality. Participation in the RugbyTown 7s is explicit acceptance of this situation, and it is not grounds for requests for recusal or appeal.

7.6 Flowcharts, set out in [APPENDIX 6](#) and [APPENDIX 7](#) of this Section, summarise the procedures in relation to Foul Play in the Tournament Disciplinary Regulations and have been prepared to assist Participating Teams and Team Members. However, the flowcharts do not represent a substitute for the Tournament Disciplinary Regulations and World Rugby Regulation 17, should not be considered in isolation and, in the event of any inconsistency, the Tournament Disciplinary Regulations and World Rugby Regulation 17 shall prevail.

7.7 All Participating Unions are required to provide certification in writing to the Competitions Manager one week prior to the Tournament that having undertaken all necessary enquiries, they are not aware of any of the following in relation to the players expected to participate in the Tournament:

- 7.7.1 The existence of any outstanding disciplinary proceedings in respect of Foul Play and/or Misconduct.
- 7.7.2 The existence of any outstanding appeal proceedings in relation to the above.
- 7.7.3 The Player is not subject to any suspension from the Game as a result of disciplinary proceedings, appeal proceedings or otherwise.
- 7.7.4 If a Participating Team is unable to provide such certification, then the Participating Union shall inform the Competitions Manager of the reason for this, and the Competitions Manager shall take action as appropriate.

APPENDICES

APPENDIX 1

POOL A: US Air Force, US Army, US Coast Guard, US Marines, US Navy
 POOL B: Cassanovas, Lions 7s, Speranza 22, Tel Aviv Heat
 POOL C: Denver 7s, Gorilla Rugby, Ramblin' Jesters, SoCal Griffins, Team Germany
 POOL D: Cannibals, Infantry Rugby, NAV7s, USA U-23s, Wild Dogs

Match				Day 1		Pools	Match Time	Cumulative Timing	
Spacing	Start	End	#	Opponents					
0:20	11:00 AM	11:20 AM	1	US Navy	US Air Force	Pool A	0:20	0:20	
0:20	11:20 AM	11:40 AM	2	US Marines	US Army	Pool A	0:20	0:40	
0:20	11:40 AM	12:00 PM	3	Tsunami Barbarians	Tel Aviv Heat	Pool B	0:20	1:00	
0:20	12:00 PM	12:20 PM	4	Cassanovas	Lions 7s	Pool B	0:20	1:20	
0:10	12:20 PM	12:30 PM		WEBCAST PRODUCTION RE-SET				0:10	1:30
0:20	12:30 PM	12:50 PM	5	Team Germany	Denver 7s	Pool C	0:20	1:50	
0:20	12:50 PM	1:10 PM	6	Gorilla Rugby	Ramblin' Jesters	Pool C	0:20	2:10	
0:20	1:10 PM	1:30 PM	7	USA U-23s	Wild Dogs	Pool D	0:20	2:30	
0:20	1:30 PM	1:50 PM	8	NAV 7s	Infantry Rugby	Pool D	0:20	2:50	
0:10	1:50 PM	2:00 PM		WEBCAST PRODUCTION RE-SET				0:10	3:00
0:20	2:00 PM	2:20 PM	9	US Coast Guard	US Navy	Pool A	0:20	3:20	
0:20	2:20 PM	2:40 PM	10	US Air Force	US Army	Pool A	0:20	3:40	
0:20	2:40 PM	3:00 PM	11	Speranza 22	Tsunami Barbarians	Pool B	0:20	4:00	
0:20	3:00 PM	3:20 PM	12	Tel Aviv Heat	Lions 7s	Pool B	0:20	4:20	
0:10	3:20 PM	3:30 PM		WEBCAST PRODUCTION RE-SET				0:10	4:30
0:20	3:30 PM	3:50 PM	13	SoCal Griffins	Team Germany	Pool C	0:20	4:50	
0:20	3:50 PM	4:10 PM	14	Denver 7s	Ramblin' Jesters	Pool C	0:20	5:10	
0:20	4:10 PM	4:30 PM	15	Cannibals	USA U-23s	Pool D	0:20	5:30	
0:20	4:30 PM	4:50 PM	16	Wild Dogs	Infantry Rugby	Pool D	0:20	5:50	
0:10	4:50 PM	5:00 PM		WEBCAST PRODUCTION RE-SET				0:10	6:00
0:20	5:00 PM	5:20 PM	17	US Coast Guard	US Marines	Pool A	0:20	6:20	
0:20	5:20 PM	5:40 PM	18	US Navy	US Army	Pool A	0:20	6:40	
0:20	5:40 PM	6:00 PM	19	Speranza 22	Cassanovas	Pool B	0:20	7:00	
0:20	6:00 PM	6:20 PM	20	Tsunami Barbarians	Lions 7s	Pool B	0:20	7:20	
0:10	6:20 PM	6:30 PM		WEBCAST PRODUCTION RE-SET				0:10	7:30
0:20	6:30 PM	6:50 PM	21	SoCal Griffins	Gorilla Rugby	Pool C	0:20	7:50	
0:20	6:50 PM	7:10 PM	22	Team Germany	Ramblin' Jesters	Pool C	0:20	8:10	
0:20	7:10 PM	7:30 PM	23	Cannibals	NAV 7s	Pool D	0:20	8:30	
0:20	7:30 PM	7:50 PM	24	USA U-23s	Infantry Rugby	Pool D	0:20	8:50	
0:10	7:50 PM	8:00 PM		WEBCAST PRODUCTION RE-SET				0:10	9:00
0:20	8:00 PM	8:20 PM	25	US Air Force	US Marines	Pool A	0:20	9:20	
0:20	8:20 PM	8:40 PM	26	Cassanovas	Tel Aviv Heat	Pool B	0:20	9:40	
0:20	8:40 PM	9:00 PM	27	Denver 7s	Gorilla Rugby	Pool C	0:20	10:00	
0:20	9:00 PM	9:20 PM	28	Wild Dogs	NAV 7s	Pool D	0:20	10:20	

POOL A: US Air Force, US Army, US Coast Guard, US Marines, US Navy
 POOL B: Cassanovas, Lions 7s, Speranza 22, Tel Aviv Heat
 POOL C: Denver 7s, Gorilla Rugby, Ramblin' Jesters, SoCal Griffins, Team Germany
 POOL D: Cannibals, Infantry Rugby, NAV7s, USA U-23s, Wild Dogs

Match				Day 2		Pools	Match Time	Cumulative Timing	
Spacing	Start	End	#	Opponents					
0:20	11:00 AM	11:20 AM	29	US Coast Guard	US Air Force	Pool A	0:20	0:20	
0:20	11:20 AM	11:40 AM	30	US Navy	US Marines	Pool A	0:20	0:40	
0:20	11:40 AM	12:00 PM	31	Speranza 22	Tel Aviv Heat	Pool B	0:20	1:00	
0:20	12:00 PM	12:20 PM	32	Tsunami Barbarians	Cassanovas	Pool B	0:20	1:20	
0:10	12:20 PM	12:30 PM		WEBCAST PROD RE-SET				0:10	1:30
0:20	12:30 PM	12:50 PM	33	SoCal Griffins	Denver 7s	Pool C	0:20	1:50	
0:20	12:50 PM	1:10 PM	34	Team Germany	Gorilla Rugby	Pool C	0:20	2:10	
0:20	1:10 PM	1:30 PM	35	Cannibals	Wild Dogs	Pool D	0:20	2:30	
0:20	1:30 PM	1:50 PM	36	USA U-23s	NAV 7s	Pool D	0:20	2:50	
0:10	1:50 PM	2:00 PM		WEBCAST PROD RE-SET				0:10	3:00
0:20	2:00 PM	2:20 PM	37	US Army	US Coast Guard	Pool A	0:20	3:20	
0:20	2:20 PM	2:40 PM	38	Lions 7s	Speranza 22	Pool B	0:20	3:40	
0:20	2:40 PM	3:00 PM	39	Ramblin' Jesters	SoCal Griffins	Pool C	0:20	4:00	
0:20	3:00 PM	3:20 PM	40	Infantry Rugby	Cannibals	Pool D	0:20	4:20	
0:30	3:20 PM	3:50 PM		WEBCAST PROD RE-SET				0:30	4:50
0:30	3:50 PM	4:20 PM	41	US ARMED FORCES CHAMPIONSHIP	US ARMED FORCES CHAMPIONSHIP	Military Champion	0:30	5:20	
0:05	4:20 PM	4:25 PM		STADIUM RE-SET FOR CEREMONY				0:05	5:25
0:30	4:25 PM	4:55 PM		REMEMBRANCE CEREMONY FOR FALLEN MILITARY RUGGERS				0:30	5:55
0:10	4:55 PM	5:05 PM		WEBCAST PROD RE-SET				0:10	6:05
0:20	5:05 PM	5:25 PM	42			QF Bowl	0:20	6:25	
0:20	5:25 PM	5:45 PM	43			QF Bowl	0:20	6:45	
0:20	5:45 PM	6:05 PM	44			QF Bowl	0:20	7:05	
0:20	6:05 PM	6:25 PM	45			QF Bowl	0:20	7:25	
0:10	6:25 PM	6:35 PM		WEBCAST PROD RE-SET				0:10	7:35
0:20	6:35 PM	6:55 PM	46			QF Cup	0:20	7:55	
0:20	6:55 PM	7:15 PM	47			QF Cup	0:20	8:15	
0:20	7:15 PM	7:35 PM	48			QF Cup	0:20	8:35	
0:20	7:35 PM	7:55 PM	49			QF Cup	0:20	8:55	

POOL A: US Air Force, US Army, US Coast Guard, US Marines, US Navy
 POOL B: Cassanovas, Lions 7s, Speranza 22, Tel Aviv Heat
 POOL C: Denver 7s, Gorilla Rugby, Ramblin' Jesters, SoCal Griffins, Team Germany
 POOL D: Cannibals, Infantry Rugby, NAV7s, USA U-23s, Wild Dogs

Match				Day 3		Place	Match Time	Cumulative Timing	
Spacing	Start	End	#	Opponents					
0:20	11:00 AM	11:20 AM	50			SF Shield	0:20	0:20	
0:20	11:20 AM	11:40 AM	51			SF Shield	0:20	0:40	
0:20	11:40 AM	12:00 PM	52			SF Bowl	0:20	1:00	
0:20	12:00 PM	12:20 PM	53			SF Bowl	0:20	1:20	
0:10	12:20 PM	12:30 PM		WEBCAST PRODUCTION RE-SET				0:10	1:30
0:20	12:30 PM	12:50 PM	54			SF Plate	0:20	1:50	
0:20	12:50 PM	1:10 PM	55			SF Plate	0:20	2:10	
0:20	1:10 PM	1:30 PM	56			SF Cup	0:20	2:30	
0:20	1:30 PM	1:50 PM	57			SF Cup	0:20	2:50	
1:20	1:50 PM	3:10 PM		WEBCAST PRODUCTION RE-SET (FLAG CEREMONY AT 2:00)				1:20	4:10
0:25	3:10 PM	3:35 PM	58			Final Shield	0:25	4:35	
0:25	3:35 PM	4:00 PM	59			Final Bowl	0:25	5:00	
0:25	4:00 PM	4:25 PM	60			Final Plate	0:25	5:25	
0:25	4:25 PM	4:50 PM	61			Third Place	0:25	5:50	
0:25	4:50 PM	5:15 PM	62			Final Cup	0:25	6:15	

2023 RugbyTown Sevens



USA Rugby Preliminary Roster

	Player Name (alphabetical order by last name)	CIPP # (Must be current)	E-mail address
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			
17.			
18.			
19.			
20.			

Note: This NOT a substitute for FINAL Roster and you must submit a Final Roster prior to event.

Club Name _____ Club CIPP # _____

Coach/Manager (Printed) _____

Cell Phone _____ Other Phone _____ Email _____

 As the Club Representative, I verify that I have checked the eligibility of my players and that each of them is in compliance with the regulations as set forth by my Local Area Union, my Territorial Union and USA Rugby. I understand that if I am found to be in violation of those regulations my team and myself will be subject to strict disciplinary sanctions that may include fines, suspension or forfeit of matches.

 Name (print) Position (i.e. coach, captain) Signature Date

APPENDIX 4

General Team Info

To be filled out by Coach or Manager

* Required

1. **TEAM NAME ***

2. **Primary Kit Jersey Colors ***

Be specific (i.e. blue with white stripes, solid green, etc.)

3. **Secondary Kit Jersey Colors ***

For kit conflicts

4. **Team name as you would like it to appear on webcast and Jumbotron ***

Cannot Exceed 8 Characters

5. **City, state and country in which your RugbyTown 7s team is based ***

6. **Coach #1 ***

7. **Coach #2**

If applicable

8. **Coach #3**

If Applicable

9. **Manager ***

10. **Trainer ***

If you are not bringing a trainer, please write in "NO TRAINER"

11. **Captain ***

12. **Contact Person ***

13. **Contact Email ***

14. **Contact Cell ***

15. **Interesting Facts/Notes About the Team ***

APPENDIX 5

Player Info Questionnaire

Form description

Team Name *
Enter name of team with which you are playing in this competition

Short answer text

First Name *

Short answer text

Last Name *

Short answer text

Name Pronunciation ***

For example: Mose Timotoo - Mo-zoo Tim-o-too

Short answer text

Required ***

Nickname (if applicable)

Short answer text

Height *

Short answer text

Weight *

Short answer text

Age *

Short answer text

Birthplace *

Short answer text

Where do you currently live? *

Short answer text

Current or Former University * ***

Write "NONE" if you do not have not attended University

Short answer text

Did you play rugby at your university? *
if applicable

Yes

No

What is your profession? *

Short answer text

Rank
if applicable

Short answer text

How many years have you been playing rugby? * ***

Short answer text

Have/do you play with other teams/clubs? *
if yes, please list below. if no, write NONE

Long answer text

Please list your favorite rugby achievements *

Long answer text

Anything else you think we should know about you? *
Spouse, children, other jobs, unique skills, hobbies, funny facts etc...

Long answer text

Please provide several facts about some of your team mates that the commentators can share on the broadcast. *

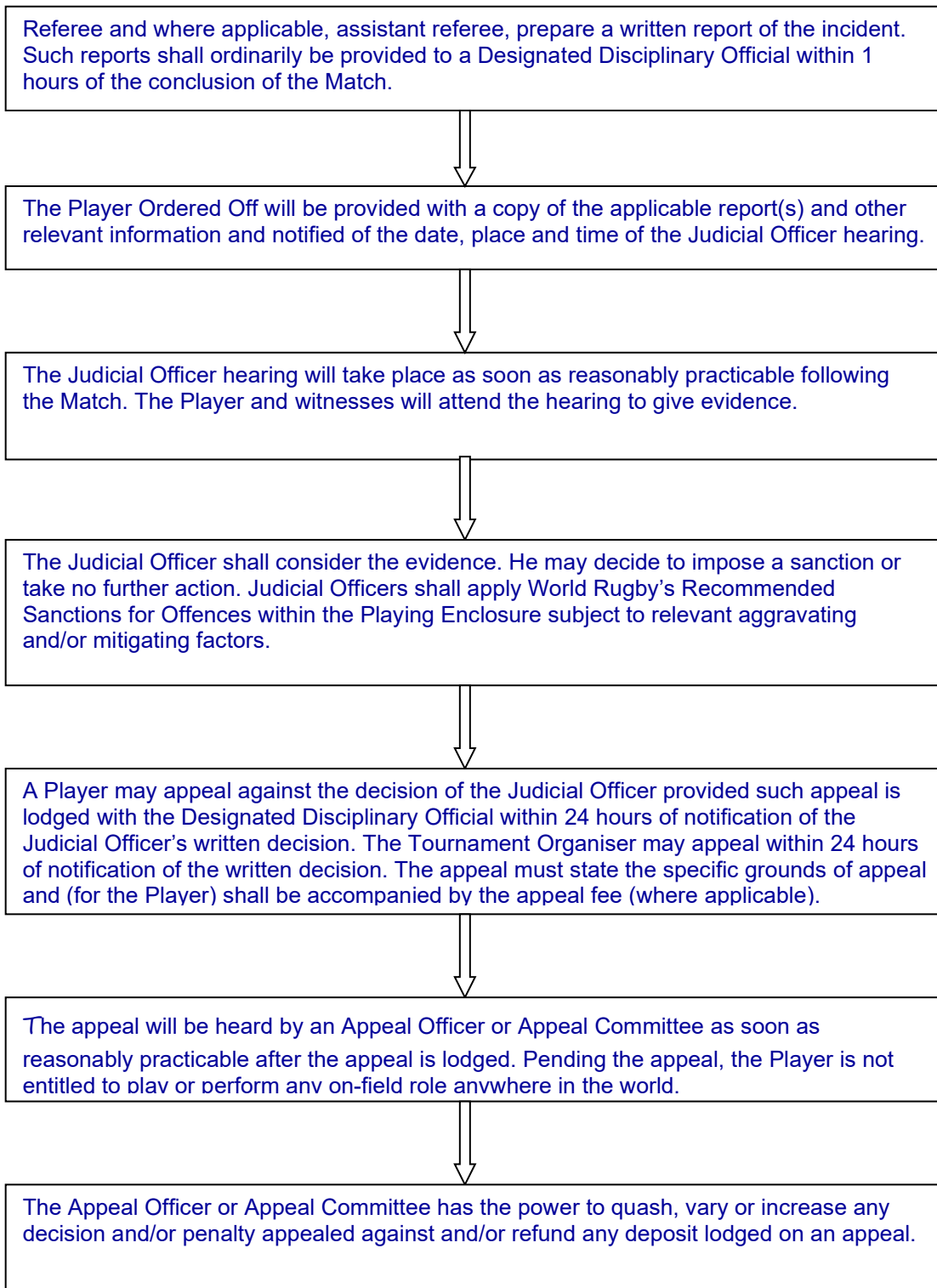
Long answer text

Anything else about yourself that the commentators should know? * ***
Include both humorous and serious

Long answer text

APPENDIX 6

Summary of Process When a Player is Ordered Off



APPENDIX 7

Summary of Process When a Player is Cited

