



SUBWAY Washington State Games Summer Sevens Rugby High School Championships

COMPETITION OUTLINE:

Rugby Washington plans to have 3 separate Competition Brackets; Boys U19, Boys U16, and Girls U19.

Teams within each bracket will play each other in a series of one-day Qualifying Round Events over three consecutive weekends. Matchups will be determined at random, but every effort will be made to have each team play every other team in their Competition Bracket.

Teams will have an opportunity to gain points at each event. At the end of the third Qualifying Round each team's points will be compiled to determine the seeds in each of the Competition Brackets for the SUBWAY Washington State Games Summer Sevens Rugby High School Championships.

SCHEDULED SUMMER 7'S EVENTS:

- Event 1: Summer 7's Qualifying Round 1
Time/Date: 11am – TBD, Sunday, July 11th, 2010
Location: Polo Grounds, Ferndale, WA

- Event 2: Summer 7's Qualifying Round 2
Time/Date: 11am – TBD, Saturday, July 17th, 2010
Location: Magnuson Park, Seattle, WA

- Event 3: Summer 7's Qualifying Round 3
Time/Date: 11am – TBD, Saturday, July 24th, 2010
Location: TBD, Tacoma, WA

- Event 4: Summer 7's High School State Championship Tournament
Time/Date: 11am – 6pm, Saturday, July 31st, 2010
Location: Magnuson Park, Seattle, WA

QUALIFYING ROUNDS:

Every attempt will be made to get each team to play every other team in their Competition at least once. However, with only three Qualifying Round Events and a maximum of 4 matches per team in a day, that only yields a maximum of 12 Qualifying Round matches per team. So, if there are more than 12 teams in a competition bracket, playing every team would not be possible.

There will not be any "winner" in each Qualifying Round, but instead teams will accumulate points for seeding into the State Championship Tournament. Points will be awarded in accordance with the Qualifying Round points structure described below.

No extra time will be played in Qualifying Round matches. Points will be awarded for these matches on the following basis:

Win = 3 points

Draw = 2 points

Loss = 1 points

No show / Doesn't finish match = 0 points

If a Team willfully refuses to play, or willfully abandons a Match in progress, without the prior consent of the Match Referee, then, subject to confirmation by the Executive Committee, that Team will be expelled from the Event.

If a Team has been expelled from an Event, for whatever reason (including disciplinary actions), then that Team shall be deemed to have been awarded no Qualifying Round points at that Event and to have scored no tries or points in the Qualifying Round Matches at that Event; and

For the purposes of determining seedings in the State Championship Tournament, all Match results against such Team at said Event shall be deemed null and void. This means that all Qualifying Round points awarded in Matches against the expelled Team at said Event and tries and points scored or conceded in Matches against such Team at said Event will not be taken into account in determining seedings in the State Championship Tournament.

DETERMINING SEEDINGS FOR THE STATE CHAMPIONSHIP TOURNAMENT:

Seeding in the State Championship Tournament shall be determined by Qualifying Round points as set out below.

If, at the conclusion of the Qualifying Rounds, two or more Teams are equal on Qualifying Round points for any seed, such seed in the State Championship Tournament will be determined on the result of the Matches between the equal Teams, if **all** equal Teams were scheduled to play each other. The Team with the most points from Matches between the equal Teams shall be deemed to have finished highest in the Qualifying Rounds. The Team with the second most points from Matches between the equal Teams shall be deemed to have finished second highest in the Qualifying Rounds, and so on.

If a tie remains unresolved then;

The margin of points scored for (+) and against (-) a Team in **all** Qualifying Round Matches shall be considered. The Teams with the higher positive (or least negative) margin of points shall be seeded higher in the State Championship Tournament.

If a tie remains unresolved then;

The margin of tries scored for (+) and against (-) a Team in **all** Qualifying Round Matches shall be considered. The Teams with the higher positive (or least negative) margin of tries shall be seeded higher in the State Championship Tournament.

If a tie remains unresolved then;

The Teams that has scored the higher number of points in **all** Qualifying Round Matches shall be seeded higher in the State Championship Tournament.

If a tie still remains unresolved then;

The Team that has scored the higher number of tries in **all** Qualifying Round Matches shall be seeded higher in the State Championship Tournament.

If a tie still remains unresolved then;

The tie will be resolved by the toss of a coin (heads or tails, one toss, each team will be assigned a side by the Rugby WA official tossing the coin) between the Team coaches concerned.

STATE CHAMPIONSHIP TOURNAMENT STRUCTURE:

One field at Magnuson Park with 3 matches per hour for 7 hours yields 21 matches. Therefore, we must use a winners/consolation bracket structure for the State Championship Tournament in lieu of the standard 7's round-robin pool structure. This structure will require 20 matches.

- The Boys U19 bracket in the State Championship Tournament will have no more than 8 teams.
 - The first round of matches will be 1v8, 2v7, 3v6, and 4v5, with the higher seeded team being the "home" team.
 - The winners of these first round matches will move to the Championship Bracket and the losers will move to the Consolation Bracket.
 - In the Championship Bracket, the winner of 1v2 will play the winner of 4v5, and the winner of 2v7 will play the winner of 3v6.
 - In the Consolation Bracket the loser of 1v2 will play the loser of 4v5, and the loser of 2v7 will play the loser of 3v6.
 - Each Team will play 3 Games during the day to decide the final (1 through 8) standings.
- The Boys U16 bracket in the State Championship Tournament will have no more than 4 teams.
 - The first matches will be 1v4, and 2v3, with the higher seeded team being the "home" team.

- The winners of these first round matches will move to the Gold Medal Match and the losers will move to the Bronze Medal Match.
- The Girls U19 bracket in the State Championship Tournament will have no more than 4 teams.
 - The first matches will be 1v4, and 2v3, with the higher seeded team being the "home" team.
 - The winners of these first round matches will move to the Gold Medal Match and the losers will move to the Bronze Medal Match.
- During the State Championship Tournament, 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 which scores first will immediately be declared the winner without further play.
 - The Team that first kicked off will do so again in the first period of extra time, and subsequent kick-offs will alternate between the two sides.
- The duration of Matches, other than the finals in each Competition Bracket, will be seven minutes each half with a two-minute half-time interval. The duration of the three finals will be 10 minutes each half with a two-minute half-time interval.

PLAYER ELIGIBILITY FOR QUALIFYING ROUNDS AND STATE CHAMPIONSHIP TOURNAMENT:

- Any Player that was, or would have been, eligible to play 15's in a given Competition Bracket (Girls, Boys U19, Boys U16) during the 2010 Spring Season is eligible to play Summer 7's in that same Competition Bracket.
- Clubs in good standing may field 1 or 2 teams in each Competition Bracket (Girls, Boys U19, Boys U16), but players cannot be moved from one roster to another in a given Event.
- All current Players must play for the same Club that they were registered under during the Spring 2010 season unless their current Club does not field a 7's team in a bracket in which they are eligible to participate. If a Club fields a Team at any Event and then dissolves, Players from that Team cannot transfer to another Club.
- A maximum of six (6) players may be on a Team's Event Roster who registered to play 15's for different RugbyWA Clubs in the 2010 Spring Season.
- A maximum of two (2) players may be on a Team's Event Roster who either registered to play 15's for a non-RugbyWA Club in the 2010 Spring Season, or is a non-resident player. For the purposes of these events, a non-resident player is defined as a person who is not a U.S. Citizen and does not possess permanent or conditional resident alien status in the United States at the time of the competition.
- Please note that a single non-resident player will count towards both the 2 maximum non-resident player count as well as the 6 maximum non-Club player count.
- Each Team must submit a roster with Players' info by 6:00 pm of the day immediately preceding the day of any given Event. Player's info must include Club Name, Team Name, Player Name, DOB, and CIPP#.
- Each Team will be allowed up to 12 players on their roster for a given Event.
- With regard to disciplinary rulings, including those left over from the 2010 Spring Season, each Event will be counted as a match.

- Waiver requests may be submitted to RugbyWA no later than 1 week prior to the Event in which the player is proposing to participate. Waivers may be approved only if the status of the player's permanent or summer residence has recently changed (e.g., attends school away from summer residence or lives with different parent in the summer). Players are not eligible until the Waiver has been granted.