



2010 BC Rugby 7s Series Operating Document

The Concept

It was proposed in January 2010 that the British Columbia Rugby Union partner with member clubs and local organizing committees to initiate the "BC Rugby 7s Series".

The "target audience" is competitive senior men's and women's club teams from British Columbia. British Columbia Club 7s teams who compete in 4 or more of the sanctioned tournaments will accrue points much like the IRB International 7s circuit. The provincial men's and women's champion will be crowned at the completion of the final event.

Growth targets for the BC Rugby Provincial 7s Series will be:

- Increase the number of participants in the tournaments year over year.
- Increase the number of teams in the tournaments each year.
- Increase the awareness of 7s rugby in British Columbia.
- Integrate with youth and Olympic 7s initiatives.
- Increase profits to organizing clubs.
- Profit centre for BC Rugby (via property title sponsor in 2011 and beyond)
- Creation of a recognisable provincial championship that promotes excellence in all areas and serves as a pathway towards rugby 7's achievement

It is acknowledged by event representatives the British Columbia Rugby Union that, in year-one of this program there will be elements of the 7s Series that will require consideration and amendment. However, it is agreed that in order for the BC Rugby 7s Series to result in the awarding of a provincial title, there must be items which are standardized across all endorsed tournaments. Please see below, a list standardized elements for 2010:

BC Rugby 7s Series Endorsement Criteria

British Columbia Rugby Union reserves the right to add or subtract tournaments from the BC Rugby 7s Series. However, it is established that a minimum level of criteria to become a tournament endorsed as part of the BC Rugby 7s Series, organizers must ensure:

- Tournaments include both a women's and men's competitive "elite" division.
- The registration policy and procedure as with all BC Rugby fixtures is enforced.
- All touring sides are approved via the "tour in" process.
- A tournament discipline policy is in place and that the policy is submitted to the BC Rugby office two- weeks prior to the start of the organizer's tournament.
- An Emergency Action Plan is in place.
- Consideration is given to the "BC Rugby 7s Series Points System" when scheduling.
- Provide a tournament summary, including BC Rugby 7s Series point allocations to the BC Rugby office no later than the Monday following the final game. All results and rankings will be posted on the BC Rugby 7s website.
- All matches shall be played under the Laws of the Game of Rugby Union and shall comply with the rules and regulations of the IRB, Rugby Canada and the British Columbia Rugby Union.



#203 - 210 West Broadway
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Team Eligibility for the 7s Provincial Title

- Teams permitted to accrue points for the 7s Series Championship must be made up of players from the same club.
- Teams permitted to accrue points for the 7s Series Championship must compete under their club name.
- BC Rugby transfer rules (Section 8 of the BC Rugby Rules of Competition; “Movement of Participants”) are applicable for players wishing to transfer.
- Teams consisting of players from multiple clubs are deemed “representative sides”. Representative sides are permitted to compete in the BC Rugby 7s Series, but will not be allocated points. All representative players must also be registered.
- Teams are permitted to enter in all tournaments, with the top 4 results being counted for the BC Rugby 7’s Series Championship; therefore a minimum attendance of 4 tournaments is needed for a club team to qualify for the championship.
- The club team with the most points at the close of the final BC Rugby 7s Series tournament wins a provincial cup and title as BC Rugby Provincial 7s Champions.

BC Rugby 7s Series Points System

It is strongly encouraged that tournaments run on a “pool” basis (see below).

Where there are an odd number of teams in a pool or tournament the 7s Series Points will default to the next highest even number scenario (i.e. if 7 team tournament, would default to point system for 8 team tournament).

Where club teams may compete against representative sides in tournaments, the same point structure will apply (i.e. All Black All-Stars narrowly beat Abbotsford RFC in 12-team tournament = 14 points to Abbotsford). The following point system will be in place for the 2010 BC Rugby 7s Series season:

4-team tournament		
Cup	Club Winner (1)	14 points
	Club Runner Up (1)	10 points
	Club Semi Final (2)	6 points
	Club Quarter Final (4)	

8-team tournament		
Cup	Club Winner (1)	16 points
	Club Runner Up (1)	12 points
	Club Semi Final (2)	8 points
	Club Quarter Final (4)	

12-team tournament		
Cup	Club Winner (1)	18 points
	Club Runner Up (1)	14 points
	Club Semi Final (2)	10 points
	Club Quarter Final (4)	
Plate	Club Winner (1)	8 points
	Club Runner Up (1)	6 points
	Club Semi Final (2)	4 points

16-team tournament		
Cup	Club Winner (1)	20 points
	Club Runner Up (1)	16 points
	Club Semi Final (2)	12 points
	Club Quarter Final (4)	
Plate	Club Winner (1)	6 points
	Club Runner Up (1)	4 points
	Club Semi Final (2)	2 points
Bowl	Club Winner (1)	1 points
Shield	Club Winner	0 points



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24-team tournament		
Cup	Club Winner (1)	30 points
	Club Runner Up (1)	24 points
	Club Semi Final (2)	18 points
	Club Quarter Final (4)	10 points
Plate	Club Winner (1)	8 points
	Club Runner Up (1)	6 points
	Club Semi Final (2)	4 points
Bowl	Club Winner (1)	2 points
Shield	Club Winner	0 points

Competition Structure

Below is an outline of the competition structure for running a 7s tournament for 8, 12, 16 or 24 teams participating, including Cup, Plate, Bowl & Shield competitions.

24 teams competing will be grouped into six pools of four as follows:

Pool A	Pool B	Pool C
A1 (1 st seed)	B1 (2nd seed)	C1 (3rd seed)
A2	B2	C2
A3	B3	C3
A4	B4	C4
Pool D	Pool E	Pool F
D1 (4 th seed)	E1 (5th seed)	F1 (6th seed)
D2	E2	F2
D3	E3	F3
D4	E4	F4

16 Teams competing will be grouped into four pools of four as follows:

Pool A	Pool B	Pool C	Pool D
A1 (1 st seed)	B1 (2nd seed)	C1 (3rd seed)	D1 (4th seed)
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4

12 Team's competing will be grouped into three pools of four as follows:

Pool A	Pool B	Pool C
A1 (1st seed)	B1 (2nd seed)	C1 (3rd seed)
A2	B2	C2
A3	B3	C3
A4	B4	C4



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8 Team's competing will be grouped into two pools of four as follows:

Pool A	Pool B
A1 (1st seed)	B1 (2nd seed)
A2	B2
A3	B3
A4	B4

4 Team's competing will be grouped into one pool of four as follows:

Pool A
A1
A2
A3
A4

Play on the first day of the tournament will consist of matches between teams in the same pool on a round robin basis. No extra time will be played in pool matches. Points will be awarded for these matches on the following basis

Win = 3 points
Draw = 2 points
Loss = 1 points
No show = 0 points

Following the completion of the pool games the Group winners and the second placed teams in an 8 team competition will progress to the Cup Competition.

In a 12 team competition the three pool winners plus the best runner up will progress in the Cup Competition, the next two runners up plus the next two best teams will progress to a plate competition. In all other competitions (i.e. 16 or 24) the group winners and the second placed teams will progress to the Cup and Plate Competition, the third and fourth placed teams will progress to the Bowl and Shield Competition.

During the Knock-out Competitions, 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.

Duration of Matches

The duration of Matches, other than the finals of the Cup, Plate and Bowl and Shield, 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.



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Players

A match shall be played by no more than seven players in each team on the playing area. A player may be replaced on account of injury or substituted. A team cannot nominate more than five replacements/substitutes, it is important to note that up to three players may be replaced or substituted in a match. 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. A player who has been substituted may not resume play in the same match except as a temporary replacement for a player with a blood injury. No replacement or substitution may be made except with the permission of the Referee, and only during a stoppage in play.

Laws, Regulations & Discipline

Only players, the referee, touch judges and medically trained persons in order to tend to an injured player may enter the playing area.

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 centre of the half-way line awarded to the non-offending team.

- Ball not reaching opponents' 10 meter line, unless first played by an opponent;
- Ball kicked directly into touch;
- Players of the kicker's team in front of the ball when it is kicked;
- 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.

A player sent from the field, under Law 10, will not be permitted to play again until the matter has been dealt with, in accordance with the applicable Tournament Disciplinary rules.

Team Jerseys - Colour Clashes

Every endeavor will be made to avoid clashes, however the participating teams acknowledge that the issue of colour clashes between Team kits normally worn by participating teams is of critical importance. Where there is a colour clash, the team wearing the alternate kit will be determined by coin toss.

Toss

The toss to decide who will kick off and to choose ends will take place at half time in the preceding match. The toss shall be conducted by the match referee with the captain of each team in attendance.



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Determining Pool Table Standings

Position in the pool competition table shall be determined by competition points as set out above.

If at the conclusion of the pool stage two Teams are equal on competition points for any position in the pool, such position in the pool competition table will be determined on the result of the Match between the two equal Teams. The Team that won that Match shall be deemed to have finished higher in the pool competition table.

If the Match between the two Teams equal on competition points at the end of the pool stage was a draw, then the following process shall be used to determine the placing.

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 shall be ranked higher in the pool competition table:- if the tie remains unresolved then:

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 shall be ranked higher in the pool competition table: if the tie remains unresolved then:

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 still remains unresolved then;

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 still remains unresolved then:

The tie will be resolved by the toss of a coin between the Team Managers concerned

If at the end of the pool stage more than two Teams are tied on points then the following process shall be used to determine the placing:

The margin of points scored for and against a Team in all pool Matches will be considered. The Team with the highest positive margin of points shall be ranked highest in the pool competition table: if the tie remains unresolved then:

The margin of tries scored for and against a Team in all pool Matches will be considered. The Team with the highest positive margin of tries shall be ranked higher in the pool competition table, if the tie remains unresolved then:

The Teams concerned shall be ranked by reference to the number of points scored in all pool Matches. The Team with the highest number of points scored in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then:

The Teams concerned shall be ranked by reference to the number of tries scored in all pool Matches. The Team with the highest number of tries scored in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then:

The tie will be resolved by the toss of a coin between the Team Managers concerned.



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Apart from the willful abandonment of a match and subsequent expulsion under 8.2 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 Disputes Committee, the following procedure shall apply:

Pool Matches

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.

Where a pool Match has been abandoned during the first half the result shall be declared a draw.

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 all their pool matches

Knock Out Matches

Where a Match has been abandoned either at half time or at any time 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 clause 8.3 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 Disputes Committee which shall decide the most appropriate method for determining the winner of the tied knock out Match.

If a Match has been abandoned during the first half the result shall be declared a draw and the provisions within clause 8.3 shall be used to ascertain the 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 Disputes Committee which shall decide the most appropriate method for determining the winner of the tied knock out Match.

Officials and booking through the BCRRS

Host tournaments must supply appropriately trained officials for all games.

Regarding the number of officials that would be needed at each tournament, a minimum guideline, so as to allow referees an opportunity for some rest between games, would be as follows:

- for a 12 game tournament played in one day a minimum of 3 referees would be needed
- for a 16 game tournament played in one day a minimum of 4 referees would be needed.
- for a 24 game tournament played in one day a minimum of 6 referees would be needed.

However, this does not take into account for tournament games having official assistant referees in place for all matches but especially for playoff games and finals, nor for any official in-goal



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judges in place, especially for playoff games or finals. For tournaments to work with a proper slate of officials, so as to allow for some rest between refereeing and/or assistant refereeing before resuming duties, a minimum guideline would be as follows:

- for a 12 game tournament played in one day a minimum of 6 officials would be needed
- for a 16 game tournament played in one day a minimum of 8 officials would be needed
- for a 24 game tournament played in one day a minimum of 12 officials would be needed.

While individual tournaments are under no obligation to do so, the British Columbia Rugby Referee Society (BCRRS) may be able to assist in the booking of Society certified officials at the following rates:

- \$100 per official per each full day, or portion thereof for part day officiating.
- Additional travel costs to cover any travel across Georgia Strait.
- Lodging if required e.g. for officials from out of home area if not able to make other arrangements.
- At each tournament - food, water, athletic refreshments e.g. Gatorade.

Tournaments that choose to make use of society officials must do so by making all contact via the BCRRS or local referee society (VFVRRS or VIRRS) allocator. The BCRRS will forward invoice to each tournament for the officiating fees as booked.

Registration

Each individual participant competing in any tournament is required to be registered with the British Columbia Rugby Union. If there are any questions or concerns regarding registration, please contact Louise Wheeler, BC Rugby Manager of Member Services (604 737 3065 / lwheeler@bcrugby.com). Registered members will be covered under the Rugby Canada National Insurance program.

2010 BC Rugby 7s Series Schedule

JBAA Buccaneer 7's	Sat, June 12	Bullen Park, Esquimalt
Vancouver 7s	June 25-27	Brockton Oval, Vancouver
Can Am 7s	Sat, July 10	Bellingham Rugby and Polo Fields, USA
SFU Highland Summer 7s Rugby Tournament	Sat, July 17	SFU University, Burnaby
Abbotsford Rugby 7s	Sat, July 24	Rotary Stadium, Abbotsford
BLRC Lighthouse 7s	Sat, Aug 7	Burnaby Lake Rugby Club, Burnaby
Capilano 7s	Sat, Aug 14	Klahanie Park, North Vancouver
Bayside Summer 7s Rugby Tournament	Sat, Aug 28	South Surrey Athletic Park, Surrey
Cowichan 7s	Sept 4 - 6	Cowichan Rugby Club, Duncan



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Logo Usage

Event organizers are permitted to utilize the “BC Rugby 7s Series” logo, and or the “BC Rugby 7s 2010 Series” logo. Altering the relative dimensions or colours of the logo are not permitted:



Each event will be provided high resolution jpeg versions of these logos in colour and black and white formats. Tournament organizers will also be provided with an event specific logo. Event specific logos will include the name of the town or city in which the event is being hosted.



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