

## From the USA Rugby South Handbook.

### 5. TOURNAMENT MATCHES

- a) Each match shall consist of two 7-minute periods with a 1-minute halftime interval except for the final, which shall consist of two 10 minute periods with a 1 minute halftime interval.
- b) Each team should be on the field and ready to play at their scheduled game time. At the qualifying competitions, the Host tournament rule(s) govern this situation. At the USARS Sevens Rugby Championships, a try will be awarded at 2-minute increments (without goal kicks), with a forfeit occurring at the elapsed time of the first period.
- c) In the case of round robin divisional scoring for advancement shall be as follows:

- 2 points for a win
- 1 point for a tie
- 0 points for a loss

- d) In case of a tie at the end of divisional play, the following criteria shall be used in the order listed:
  - 1. Results of head to head competition between tied teams.
  - 2. Most points scored in divisional play.
  - 3. Point Differential – points scored minus points allowed for all games played.
  - 4. Most tries scored in divisional play.
  - 5. Most converted tries scored in divisional play.
  - 6. Toss of the coin
- e) In case of a tie at the end of any knockout rounds, i.e. quarterfinals, semifinals, or final, there should be:

A rest interval not to exceed 3 minutes.

A coin toss to determine choice of kick or end.

Sudden Death, in rotating 5-minute periods with a 1 minute rest interval between periods.

- f) A maximum of three players may be replaced during a game.
- g) If a player leaves a game due to injury, he/she may not participate any further in that match. The injured player may participate in later matches for that team with approval of the Event Doctor.
- h) If a player is sent off for foul play, he/she may not participate any further in that tournament. The Referee will forward a Disciplinary Report to the USARS Disciplinary Chairman for review and action.