

RRRC competitive 7s series Rules and Regulations (formerly RRRC 7s and TOLA 7s)

Overview

The competitive 7s series is intended to offer a regional and national competition pathway for teams wishing to compete in a high level competition throughout the traditional 7s season. The teams registering for the RRRC portion of the competition will compete for the right to represent the RRRC at the national championship tournament. Invitations to compete at the national championship tournament will be offered to the teams in order of their series finishing points. Teams competing for the TOLA competition will compete in the 3 tournament points series described herein and a fourth TOLA only championship tournament that holds double point value to the qualifying tournaments. Teams wishing to advance to the National Championship tournament or have the opportunity to compete for the TOLA championship must compete in all series events (3 points tournaments and TOLA championship tournament where applicable)

Series events:

6/7/25: Lonestar Classic, Dallas TX. (Seeding Tournament)

6/14/25: Bloodfest, Round Rock TX (Qualifier #1)

6/28/25: Choctaw 7s, Durant OK (Qualifier #2)

7/12/25: TBD, TBD (Qualifier #3)

7/26/25: Horseshoe 7s, Shreveport Louisiana (TOLA Championship)

8/16/25: USA Club Ruby 7s Championship, Madison WI

General Provisions:

- Eligible teams that would like to participate in the Competitive (RRRC 7s or TOLA) Series must be in good standing with USA Rugby, the Red River Rugby Conference (RRRC) and the Texas Rugby Union (TRU).
- If applying from outside the RRRC or the TRU, and attempting to attain an RRRC Seed to the National Championship Tournament, the team must be in good standing with a Geographic Union (GU) or a Local Area Union (LAU) and be approved by the RRRC Competitions Committee and the USA Rugby 7s Game Management Board. In order to be approved, teams must: submit a formal request to compete via email to the [7s Director](#).
- Non RRRC teams wishing to compete in the TOLA division may do so by registering for events and competing with rosters meeting TOLA guidelines.
- Non RRRC teams wishing to compete in Competitive 7s tournaments in the RRRC region may do so provided they meet all team and player eligibility requirements established by any governing body with direct oversight of the tournament or event (USA Club Rugby, USA Rugby, World Rugby, etc)

- All teams must compete in three national qualifying tournaments. No qualifying points will be awarded for any tournament outside of the region unless that tournament is recognized as an official crossover tournament.
- Each RRRC team must be prepared to check in with the RRRC Competitive Region Sevens Director or RRRC Representative with the required photo identification and accompanying roster prior to their first match at each qualifying tournament.
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- All RRRC qualifying teams must enter rosters in Rugby Xplorer no later than the Thursday immediately preceding each tournament. Rosters may be amended until the start of the tournament but are locked thereafter.
- Rosters may contain up to 13 players for each tournament but need only be entered once. The same 13 player roster shall apply to all matches within any given tournament.
- All Teams, Matches and Tournaments shall adhere to all policies set forth by the RRRC competitions guidelines, competition officials, referee society, USA Club Rugby, USA Rugby and World Rugby. This includes but is not limited to tournament format, player eligibility, match format, It is the responsibility of each team and tournament host to be aware of any and all laws and regulations that pertain to their involvement in the competition.
- Each team will be expected to provide a capable touch judge for all games in pool play. While it is preferred that players in this role complete the Level 1 Referee Course and have completed referee or Assistant Referee courses, it is expected that anyone filling this role complete their task in a fair and unbiased fashion in accordance with the law of the game and the wishes of the referee assigned to the match for which they are providing touch judge services. Failure to comply with this could result in disciplinary action taken against the team providing the touch judge up to and including forfeiture of matches, removal from tournaments or expulsion from the competition series.

Tournament Scoring will mirror the International 7s circuit

- 20 points – Cup winner
 - 18 points – Cup runner-up
 - 16 points – Third place play-off winner
 - 14 points – Third place play-off runner-up
 - 12 points – Fifth
 - 10 points – Sixth
 - 8 points – Seventh
 - 6 points – Eighth
 - 4 points – Ninth
 - 3 points – 10th
 - 2 points – 11th
 - 1 point – 12th
- National Competition Changes:**

Jurisdiction over the Club National 7s competition lies with the Sevens Game Board. Eligibility changes and updates to national game board regulations can be found at:
<https://d26phqdbpt0w91.cloudfront.net/NonVideo/d19f58ec-a8cc-4ab6-b18a-be447ac0ddca.pdf>

Series format for RRRC Competitive 7s:

Hong Kong Format using the approved tournament schedule and official RRRC/TOLA seeding will be used for all events.

Hosts may not alter seeds, format or structure without prior explicit approval from RRRC 7s officials. Emergency accommodations on the day due to unforeseen circumstances such as weather, field issues, medical issues etcetera may be made with approval from Tournament RRRC 7s official

Tournament RRRC 7s official(s) will have final say and authority over any adjustments that may be required or considered at events. Tournament hosts, teams or other parties may not deviate from approved standards without prior approval from the RRRC 7s official in charge.

Tournaments that have a minimum of 8 teams registered in the Premier division or have explicit written approval from the RRRC 7s committee may hold separate brackets for RRRC and TOLA competitions

In order to encourage increased participation and raise the level of competition competitive RRRC 7s series, a Hong Kong Style format will be used for all qualifying events events. This format will combine RRRC qualifier and TOLA teams in tournament seeding and play.

Teams will declare prior to the first tournament whether they are seeking to earn TOLA or RRRC points.

Once a team declares between RRRC and TOLA pathways, they may not change for the remainder of the series and are expected to meet their obligation to compete in all events.

If a club enters two teams in any tournament, one TOLA team and one RRRC team, the TOLA and RRRC rosters are locked. Players may not cross-over between competitions / teams in the same tournament.).

Brackets for all RRRC Sevens Qualifiers must be approved by the RRRC Sevens Directors and following one of the pre determined formats (4, Team, 8 Team, 10 Team, etc...) as outlined in document "[RRRC Qualifier Official Brackets.](#)" Seeding will be done as follows:

- Seeding for the first tournament of the competition season will be based on results of the "seeding tournament". If a team does not participate in the seeding tournament, they shall be seeded below the teams that do based on historical performance and best effort of the RRRC 7s committee
- RRRC 7s committee will be responsible for all seeding and tournament bracket scheduling and format for any qualifier event. Tournament seeding will be based standings In the Series.

- An effort will be made to avoid placing two teams from the same origin club in the same pools during pool play.
 - If multiple teams are tied for tournament seeding, seeding hierarchy will be based on the following (from current competitive cycle):
 - (Head to head results – winning percentage): The team with the highest winning percentage against the team or teams with which they are tied shall receive the higher seed, if a tie still remains unresolved, then:
 - (Head to head results – average point differential per match) The team with the highest point differential average in head to head matches shall receive the higher seed, if a tie still remains unresolved, then:
 - (Average tournament result – ie. One 2nd place and one 4th place = 3rd place average) The team with the highest average tournament result shall receive the higher seed, if a tie still remains unresolved, then:
 - (Highest tournament finish) the team that achieved the highest result in any one qualifying tournament shall receive the higher seed. If the tied teams achieved the same results over multiple tournaments, the team achieving the highest result in the most recent tournament within the competitive cycle will receive the higher seed, if a tie still remains unresolved, then:
 - (Coin Toss) The tie will be resolved by the toss of a coin between the Team Managers concerned by the RRRC Sevens Director or RRRC representative.

Pool Play (round robin) Matches

Play in the pool phase of the tournament will consist of matches between teams in the same pool on a round robin basis (Pool Play). 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

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 Disputes Committees, that Team will be expelled from the Tournament.

If a Team has been expelled from the Tournament, for whatever reason, then that Team shall be deemed to have been awarded no pool competition table points and to have scored no tries or points in the pool Matches; and for the purposes of determining standings in the pool competition table, all Match results against such Team shall be deemed null and void.

All pool competition matches against an expelled Team and tries and points scored or conceded in matches against such Team will not be taken into account in determining standings in the pool competition.

Tie Breaker Rules

Position in the pool competition table shall be determined by competition points as set out above with the highest to lowest points ranked in each pool. In case of two or more teams having the same point total the following tie breaker rules shall apply:

- (Head to Head) 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 Head to Head match is a draw or multiple teams are equal in Head to Head competition then the following process shall be used to determine the placing.
- (Head to Head – Delta Score) The margin of points scored for and against a Team in only those matches between the tie breaker teams 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:
- (Head to Head – Delta Tries) The margin of tries scored for and against a Team in only those matches between the tie breaker teams 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:
- (Head to Head – Total Points Scored) The Team that has scored the highest number of points in only those matches between the tie breaker teams shall be ranked higher in the pool competition table: If the tie still remains unresolved then;
- (Total point Differential) The Team that has achieved the greatest point differential in ALL their pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then:
- (Total Points For) The Team that has scored the most points in ALL their pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then:
- (Total Points Against) The Team that has allowed the least amount of points scored against them in ALL their pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then:
- (Tournament Seed) The Team with the higher seed entering the tournament shall be ranked higher in the pool competition table: if the tie still remains unresolved, then:
- (Total Tries Scored) The Team that has scored the highest number of tries in ALL their pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then:
- (Total Score) The Team that has scored the highest points in ALL their pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then:
- (Coin toss) The tie will be resolved by the toss of a coin between the Team Managers concerned by the RRRC Sevens Director or RRRC representative.

Qualifier Bracket (Knock Out) Round

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 the first points will immediately be declared the winner without further play.

Before extra time starts, the referee organizes a coin toss in the same manner as the start of a match.

Abandonment of a match (unwillfully)

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 team that scores the most Try's in the tournament shall be declared 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.
- If a Match has been abandoned during the first half the result shall be declared a draw and the Team having scored the most tournament points shall be declared the winner. If this does not produce a winner then the team that scores the most Try's in the tournament shall be declared 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.

Tournament abandonment:

- If a tournament must be abandoned due to unforeseen circumstances prior to its completion, all teams will receive the maximum available points for which they are still eligible at the point in time that the tournament is abandoned.

Withdrawal:

- If a team withdraws from a tournament prior to the release of the schedule, the tournament will be re-seeded according to the amount of teams expected to participate.
- If a team withdraws from a tournament after the release of the schedule, the team will be disqualified and the host club will be asked to enter a replacement team. Tournament schedule will not be amended after it is published for late entries or withdrawals.
- While an effort will be made to find a replacement team for the late withdrawal (such as the host B-side), the schedule will stand as published (with replacement team slotting in to the scheduled matches of the withdrawing team – there will be no reseeding). If no such replacement is available, the abandoned games shall be treated as a bye and the score shall be recorded as a 18-0 win.
- Late withdrawal teams will be barred from gaining RRRC or TOLA points for current competitive cycle and may face a 5 point deduction for following competitive cycle.

Disputes & Disciplinary Committee

The Disputes committee for each Tournament shall be comprised of the RRRC Sevens Director or RRRC 7s Representative, the Tournament Host/Director and the Head Referee for that Tournament.

Points matriculation for Hybrid format

RRRC teams may not receive TOLA points and TOLA teams may not receive RRRC points.

RRRC points will be awarded by order of finish within the RRRC participants

TOLA Points will be awarded by order of finish within the TOLA participants

If a tournament meets the requirements to offer separate RRRC and TOLA brackets, TOLA teams wishing to compete in the RRRC bracket will receive finishing points in order above the teams competing in the “lower” division.