

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

### **Overview**

The RRRC Competitive 7s Series is designed to identify the top-performing clubs in the Red River Rugby Conference and Texas Rugby Union. The series consists of 3 qualifying tournaments. Teams competing in the RRRC series 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 eligible teams in order of their series finishing points.

Teams competing for the TOLA competition will compete in the 7s tournament points series described herein and a fourth TOLA-only championship tournament that holds double point value to the qualifying tournaments. A team may not compete for both RRRC and TOLA points though clubs may have separate teams in both.

### **Series events:**

6/6/26: Lonestar Classic, Dallas TX. (Seeding Tournament)

6/20/2026: Bloodfest, Round Rock TX (Qualifier #1)

7/11/25: Sheriff 7's, Dallas, TX (Qualifier #2)

7/18/26: Austin 7's, Burr Field (Qualifier #3)

8/8/2026: Riverboat 7s, Shreveport Louisiana (TOLA Championship)

8/8/26: 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.

## ELIGIBILITY

- 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).
- No points will be awarded for any tournament outside of the region unless that tournament is recognized as an official crossover tournament.
- Each 7s team must be prepared to check in with the RRRC Competitive Region 7s Director or RRRC Representative with the required photo identification and accompanying roster prior to their first match at each qualifying tournament.
- 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.
- 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, etc. 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 laws 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.

• If a team declares for the RRRC Competitive 7's pathway, the team must compete in all 3 qualifying tournaments. Failure to do so will be barred from competition in the RRRC Competitive 7's pathway for the following year.

## POINTS SYSTEM

- 16 points – Cup winner
- 14 points – Cup runner-up
- 12 points – Third place playoff winner
- 10 points – Third place playoff runner-up
- 8 points – Fifth
- 6 points – Sixth
- 4 points – Seventh
- 3 points – Eighth
- 2 points – Ninth
- 1 point – Tenth
- 0 points – Eleventh
- 0 points – Twelfth

## LONG FORMATS

- The allowed tournament schedule and format are outlined by RRRC 7s competition guidelines and national game regulations.
- Emergency accommodations on the day due to unforeseen circumstances such as weather, field issues, medical issues, etc. may be made at approval from Tournament RRRC 7s officials.
- Tournament RRRC 7s officials shall 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 entered in the Men's division or have explicit written approval from the RRRC 7s committee may hold separate brackets for RRRC and TOLA competitions. Events with less than 8 teams in the RRRC bracket must offer a hybrid RRRC/TOLA format.
- In order to encourage increased participation and raise the level of competition, competitive RRRC 7s shall use a Hong Kong style format for all qualifying events.
- This format will combine RRRC qualified and TOLA teams into 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 the 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 crossover between competition teams in the same tournament.
- Brackets for all RRRC 7s qualifiers must be approved by the RRRC 7s Director and follow one of the predetermined formats (8 Team, 10 Team, 12 Team, etc.) as outlined in document “RRRC Qualifier Official Brackets.”

## SEEDING

- 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 brackets scheduling and formats for any qualifier event.
- Tournament seeding will be based on standings in the series.
- In the event teams are tied for tournament seeding, seeding hierarchy will be based on the following (from current competitive cycle):
  1. Head-to-head results – winning percentage
  2. Head-to-head results – average point differential per match
  3. Average tournament result
  4. Highest tournament finish
  5. Coin toss

## POOL PLAY

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 – 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 Disputes Committee, 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.

#### POOL TIEBREAKERS

At the conclusion of pool competition, teams 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:

1. Head to Head
2. Head to Head – Delta Score
3. Head to Head – Delta Tries
4. Head to Head – Total Points Scored
5. Total Point Differential
6. Total Points For
7. Total Points Against
8. Tournament Seed
9. Total Tries Scored
10. Total Score
11. Coin Toss

#### KNOCKOUT MATCHES

In the event of a tied match at the end of regulation 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.

#### ABANDONED MATCHES

## POOL MATCHES

- Where a pool match has been abandoned either at halftime 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.

## KNOCKOUT MATCHES

- Where a match has been abandoned either at halftime 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 tries 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 knockout 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 tries 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 knockout match.

## RAINOUTS

- Teams shall receive the maximum available points for which they are still eligible at the point in time that the tournament is abandoned.

## WITHDRAWALS

- A team withdrawing from a tournament prior to the release of the schedule, the tournament will be reseeded according to the amount of teams expected to participate.
- A team withdrawing 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 into 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.

#### DISPUTES COMMITTEE

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

#### POINT ALLOCATION FOR MIXED BRACKETS

- 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.