

2025 Hotlanta 7s Rugby Tournament Rules

1. Team Check-In

All teams must check in before their first game on Saturday, July 19th at the tournament venue:

Sam Smith Park
1155 Douthit Ferry Road
Cartersville, GA 30120

Each team must complete the roster form attached to the “Welcome to Hotlanta 2025” email and bring a printed copy for ID checks.

Note: The tournament will not provide printed rosters.

2. Player Eligibility & Conduct

- All USA Rugby (USARFU) participants must be CIPP registered and wear matching jerseys.
- In competitive divisions, players may only play for one team.
- In non-competitive (social) divisions, players may play on multiple teams.
- Each team must field 7 players at the scheduled start of their match.
- All matches are 14 minutes (2 x 7-minute halves).
- Teams must not engage in behavior that may jeopardize the tournament’s ability to continue at this venue in the future.

3. National Qualification (Competitive Divisions)

Teams in the Men’s Competitive and Women’s Competitive divisions that wish to qualify players for Nationals must:

- Submit roster through Rugby Xplorer
- Report to the head table before first match for player ID checks.
- Provide a team photo.

4. Match Rules & Substitutions

- Matches follow USA Rugby Sevens Laws.
- Competitive teams may roster a maximum of 13 players . Only 12 can play each match.
- Social teams must have a minimum of 7 players; no maximum roster limit.
- Rolling substitutions are permitted in social divisions only.
- Competitive matches allow 5 substitutions/movements per match.

5. Blood Injuries & Temporary Replacements

- Players with blood injuries must exit the field and may be temporarily replaced.
- A temporary substitute may also be temporarily replaced if necessary, even if the team has used all substitutions.

6. Concussion Protocol

- Any player with a concussion or suspected concussion must be immediately and permanently removed from play.

7. Match Schedule & Timing

- Matches begin at 9:00 AM sharp.
- Teams must be at midfield during halftime of the previous match for the coin toss.
- If one team is late, the present team chooses kickoff and side.
- A forfeit will be awarded if a team is more than 3 minutes late.

8. Pool Play & Advancement

Men's Competitive Division:

- 8 teams, 2 pools of 4.
- Top 2 teams from each pool advance to semifinals:
- 1st (Pool A) vs 2nd (Pool B)
- 1st (Pool B) vs 2nd (Pool A)
- Semifinal winners advance to the Final.
- Semifinal losers play for 3rd place.

Men's Social Division:

- 12 teams, 3 pools of 4.
- Top team in each pool advances to the SEMIS.
- BEST of 2 place teams advances to semis .

Women's Competitive Division:

- 8 teams, 2 pools of 4.
- Top 2 teams from each pool advance to semifinals:
- 1st (Pool A) vs 2nd (Pool B)
- 1st (Pool B) vs 2nd (Pool A)
- Semifinal winners advance to the Final.
- Semifinal losers play for 3rd place.

Women's Social Division:

- 8 teams, 2 pools of 4.

- Top 2 teams from each pool advance to the Final.

Youth Division:

- 5 teams, 1 pool, round-robin format.
- No extra time for ties.
- Points awarded as follows:
 - a. Win: 3 points
 - b. Draw: 2 points
 - c. Loss: 1 point
- Tiebreakers (in order):
 - a. Head-to-head result
 - b. Point differential
 - c. Tries scored

9. Knockout Bracketing

All elimination round pairings will follow seeding methods outlined above for each division.

10. Touch Judges

Each team must provide a touch judge for pool and qualifying matches.

11. Tie-Breakers in Matches

- Pool play: Tie results stand (unless stated otherwise).
- Knockout rounds Elimination matches: Decided by 5-minute sudden death periods, repeated until a winner is declared.

12. Disciplinary Policy

- 2 yellow cards in one day = player disqualified for the rest of the tournament.
- 3 yellow cards total = player disqualified for the remainder of the tournament.
- Red card = automatic disqualification for the tournament.
- Disqualified players will be reported to Rugby South and their home union.

Appeals may be made to a panel consisting of:

- Head Referee
- Disqualifying Referee
- Tournament Director

13. Match Format

All matches will consist of: Two 7-minute halves and a 2-minute halftime.

14. Vendor Policy

No sales are allowed on tournament grounds without approval from the tournament committee.

15. Rule Interpretation

All questions or disputes will be resolved by the Tournament Director or their designated representative.

16. Rule Acknowledgment

Failure to read or understand these rules does not excuse violations or their consequences.

17. Disqualification Clause

Failure to adhere to tournament rules will result in disqualification from championship contention.

18. Rule Amendments

The Tournament Committee reserves the right to amend these rules due to unforeseen circumstances or tournament integrity needs.