

FOUR LEAF – FIFTEENS – 2018 Tournament Rules & Guidelines

Registration

- No team may participate until they have checked in and submitted all necessary documentation to the tournament organizers.
- A player may only represent one team at the tournament.
 - Exception: if a roster drops below 14 players due to injury, the team may request a specific player be added. Final approval is left to the Tournament Directors.

Matches

- The team traveling the farthest distance shall be considered the “away team” and will call the coin toss.
- All matches consist of 20-minute halves and a 4-minute halftime.
- Failing to field a team within 5 minutes of the published kick-off time, will result in a forfeit loss by a score of 14-0 (two converted tries).
- All decisions regarding the seeding and scheduling of teams shall be the sole discretion of the Tournament Directors and staff.
- In the event that a change of kit is requested by the referee, the team traveling the least distance will be responsible for the change.

Ranking, Tiebreakers, Advancement

- Pool structure and advancement criteria based on force rank record are detailed as part of the tournament schedule.
- Teams will be ranked for advancement beyond pool or preliminary play based on the following criteria in order continuing to the next as required:
 - Total points obtained by win-3/ loss-0 / tie-1 record in preliminary or pool play
 - Head-to-head record, if applicable
 - Point differential of all matches played in pool play
 - Number of tries scored
 - Number of conversions scored
 - Number of penalties scored
 - Rock/Paper/Scissors by team captains or their proxies as designated by the tournament staff
- In the event of a semifinal or final ending in a tie: teams will immediately play a 5-minute sudden death following a coin toss as designated above. There is no break between regulation play and the sudden death period.
- In the event of a semifinal or final ending in a tie cannot be resolved during sudden death: teams will immediately move to kicks at goal following a coin toss as designated above. Placement of the kicks is at the sole discretion of the referee. The team which wins the coin toss will kick first. The first team to score, regardless of order, is the winner.

Foul Play

- In the event that a player receives a red card at any point during the tournament, that player may not participate in the duration of the tournament.
- Yellow card sanctions are 5 minutes; a blood sub remains 15 minutes.
- Any team that begins a match with less than 3 qualified front row players must use uncontested scrums in that match, must forfeit a player, and play the duration for the match with 14.
- Any team, player, or spectator can be excluded from participation or asked to leave the grounds by the Tournament Directors.