



CANADA BAY GIRLS 7S



TOURNAMENT RULES 2018

The games will be played under the Laws of Game as formulated by the International Rugby Board (IRB) and circulated by Rugby Australia (Rugby AU).

1. Tournament Structure

- a. Each age division will consist of 1 or 2 pools based on the number of teams registered in each division.
- b. Each team will play each other team in their pool in the pool rounds.
- c. Qualifying teams will then play semi-finals and finals as per the tournament draw.
- d. A tournament draw will be posted at St Luke's North prior to commencement of the tournament, and if possible, circulated to teams prior to that date.
- e. The Tournament Director will alter the pool and semi-final structure according to the number of registered teams in each division and as required.
- f. If teams withdraw from the competition or fail to attend within the specified time of the competition, the Tournament Director reserves the right to make substitutions at its sole discretion.

2. Teams

- a. All players must be registered and the Team List Registration form completed (listing all players, date of birth, ARU ID number, coach, trainers and manager names) and submitted to the tournament organisers by 12pm Monday 17th September 2018.
- b. Teams can register no more than 12 players for the tournament and must confirm the team sheets with the Match Day Controller at least one hour prior to their first game.
- c. Only the registered players may play each match and be within the playing area during their match.
- d. No more than 7 players are permitted on the playing field during the match.
- e. Teams cannot replace injured players and must complete any remaining matches with the available registered players.
- f. Players are not permitted to play in more than one age division and can only play for the team that they are registered with within their own age division.
- g. The Tournament Director may make rule allowances for teams in order to facilitate the smooth operation of the tournament at their discretion.

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3. Competition Age Divisions

- a. U13, U15 and U17
- b. Players must play within their correct age group if the club, district or team they are registered with has entered a team within that age division.
- c. Where a club, district or team does not have a team competing in a players correct age division, they must provide written evidence of dispensation to play up more than one age group, or down an age group, as per the relevant ARU rules and regulations.

4. Interchanges

- a. Interchanges are limited to **5** (five) interchanges per match. Teams may make a total of 5 player movements during a match.
- b. A replacing player may not take the field until the player being replaced has left the field of play and must enter from an on-side position.
- c. Where player injuries reduce a squad to less than 7 players, teams may make a request to the Tournament Director for substitute players, of equal or lesser ability, to be obtained from an already eliminated team to provide them with enough substitute players that will allow for no more than 1 reserve. The Tournament Director has sole discretion in these requests.
- d. Injuries are to be noted on the official score sheet of the match by the Official Match Controller when the injury has occurred.

5. Playing Times

- a. Games will start and finish on time as per the draw.
- b. Playing times for all games will be 7 minute halves with a 1 minute half time break.
- c. Teams are to present themselves to the official match controllers table 5 minutes prior to their kick off time.
- d. The toss for ends will be done at the match controllers table before the previous match ends.
- e. Teams will not meet in the middle before the start of each match.
- f. If a team is not present at the coin toss the present team will choose their end.
- g. If a team is not present at the starting siren the present team will kick off and play resumes with all tries and points scored counting towards the total score.
- h. If a team has not presented themselves on the field within 2 minutes of the kick off time the present team will be awarded the match winner with all points scored counting towards for-and-against totals.
- i. At half time teams will change ends immediately.
- j. Halftime and Fulltime play for all games **except the Finals** will halt immediately once the siren has sounded.

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- k. In Finals only the referee will call half time and full time at the next break in play after the siren has sounded.
- l. No further scoring will be registered after the siren has sounded (in all games except Cup finals) or after the referee has called half time or full time (in Cup finals), other than (1) a conversion yet to be taken or (2) where a penalty has already been given and an option for a penalty kick at goal has been relayed to the referee by the on-field captain.
- m. If a penalty has been awarded before the halftime or fulltime siren the **only** option is for a kick at goal.
- n. In all cases the time timekeeper / Official Match Controller shall be the sole judge of time.
- o. There will be no time off for injuries.

6. In the Event of Serious Injury

- a. If play is stopped due to injury and play does not resume before the full time siren, the team leading at the time of stop in play will be declared the winner.
- b. Where no points have been scored the game will be counted as 20-20 draw and table points awarded as per a draw.
- c. If an injury to a player prevents subsequent matches to be played at all, each affected match will be counted as a 20-20 draw.

7. Scrums and Lineouts

- a. There will be a minimum of 3 players in a scrum and a minimum of 2 players in a lineout.
- b. Scrums will follow IRB scrum rules with the use of “crouch, bind, set” sequence.

8. Kick-Offs & C0nversions

- a. All kick-offs, conversions and penalty goals must be taken as a drop-kick and completed within 40 seconds of being awarded, or within 30 seconds of the Official Match Controller determining that the goal kicking side is in possession or ought to be in possession of the ball.
- b. The scoring team takes the kick-off to restart play.

9. Points Table & Extra Time

- a. Points awarded for each pool or round match will be awarded as 4 points for a win and 2 points for a draw.
- b. The aggregate points at the end of the pool and round matches will determine positions within each pool.

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- c. If teams have equal table points at the end of round or pool matches, positions will be determined in the following manner:
 - i. For-and-against differential
 - ii. The team with the most points scored in their pool matches
 - iii. The team that scores the most tries in their pool matches
- d. In the finals, if the scores are equal at full time an additional 3 minutes each way will be played. During extra time the first team to score will immediately be awarded the winner without any further play. If scores are still equal at the end of extra time, teams will play a successive period of time until a team scores and a winner is determined.
- e. Before extra time starts the referee will organise a toss with the winner of the toss deciding whether to kick or choosing an end. If the winner of the toss decides to choose an end, the opponents must kick off and vice versa.

10. Judicial

- a. If a player is sin-binned (Yellow-Card) it will be for a period of 2 minutes. The 2 minute commences when the referee restarts play.
- b. If a player is Sent Off (Red Card) it will be for the remainder of the tournament . Teams cannot replace players that have been Sent Off and must play the remainder of that match with 1 less player on the field.
- c. Yellow Cards are cumulative i.e 2 Yellow Cards in the one match are equivalent to a Red Card.
- d. There will be no judiciary conducted by the Tournament Organisation Committee on the day of the tournament.
- e. The Tournament Organisation Committee consisting of the Official Match Controller, Tournament Director, Referee Director and WJRU Girls Co-ordinator will adjudicate all disputes and the Committees decision is final.

11. Referees, Touch Judges & Timekeeping

- a. Each team is required to supply one touch judge for each match they play.
- b. Canada Bay Girls 7s will organise timekeepers, scorers and accredited referees.
- c. The Official Match Controller will be the timekeeper and scorer and their official score is final.

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