

KIAMA SEVENS COMPETITION RULES

1. The games will be played under the laws of the Rugby Football as framed by the International Rugby Football Board as amended by these rules. NOTE:- the laws require a minimum of 3 players in a scrum; 2 players in a line-out.

2.1 Playing times for the group rounds, the Plate competition and round 1 of the Cup competition will be 2 halves of 5 minutes each. Round 2 and semi-finals games in the Cup competition will be 2 halves of 7 minutes. The Cup final will be 2 halves of 10 minutes, and the **Bowl** final 2 halves of 7 minutes. The **Womens, Plate and Country Cup finals will be 2 halves of 5 minutes.**

Each half ends and play halts when the ***siren or bell sounds***.

The right is reserved to reduce playing times.

2.2 ALL kick-offs and kicks at goal or penalty goal **MUST** be taken by a Drop kick and completed within 40 seconds of being awarded and ALL kicks at penalty goal are to be taken and completed within 40 seconds of the time-keeper determining that the goal kicking side is in possession or ought to reasonably be in possession of the ball.

2.3 In all cases the time-keeper shall be the sole judge of time.

3. The team scoring also takes the kick-off to restart play.

4. There will be no time off allowed for injuries.

5. A very strict program will be observed. Each team must registrar no more than 15 members at the Official Caravan at least 30 minutes prior to their first game. This includes a minimum of 10 players, a maximum of 12 players, a Coach, Manager and Trainer. No more than 7 players may be on the playing field during the play. Only 10 players per team can play each game and be within the playing area during their game. **All players must be registered on Rugbynet** and the Registration sheet with players' names, jumper numbers, players' ARU ID Number and coach and trainer and manager must be completed and signed by the coach and manager. Any team playing unregistered players will be disqualified from the competition. **Players are to sign on at the scorer's tent before their first game and again before the finals.**

6.1 Players may be inter-changed with reserves during the game. The number of inter-changes is unlimited and a player previously replaced may return to the game. But only 10 players per team can play each game. All reserves from both teams **must** be within the interchange area located adjoining the official scorer's tent.

6.2 Inter-changes are to occur at the sideline within the interchange area. The replacing player may not take the field until the replaced player has entered the inter-change area and the replacing player may only enter the field in an on-side position.

6.3 Should a squad be reduced to less than 10 players due to players being injured and unable to participate in subsequent matches, substitute players may be obtained from any of the teams of comparable ability or below previously eliminated, provided the substitution is sanctioned by the Competition Organisation Committee after advice from the Competition Medical Officer.

7. The minimum number of players which a team must have to commence a game is 5.

8. If a player is sin-binned (Yellow Card) it will be for 2 minutes duration and must be reported to the Competition Manager in which the player's club competes. If a player is sent off (Red Card) it will be for the remainder of the tournament and must be dealt with by the player's Competition Judiciary Committee. There will be no judiciary conducted by the Competition Organisation Committee on the day of the tournament. NB: Yellow Cards are accumulative and will be reported to the players Home Union and Red Cards require a Send Off Report which will be lodged with the players Home Union.

9. For drawn games in the Cup competition, the team that scores the most tries is the winner; if tries are equal, first try scorer; if no tries, first points scorer; if no points a coin is tossed to determine the right to proceed.

10. If scores are equal at full time of the Cup final an additional 3 minutes each way will be played. If the scores are still equal, the team that scores the most tries is the winner; if tries are equal, first try scorer; if no tries, first points scorer; if no points the 2 teams are declared joint winners.

11 A plate competition is used to determine 3rd & 4th in the Cup Competition

12. The **Bowl** competition is run on the same rules as the Cup competition, but no extra time will be played in the **Bowl** final if scores are equal.

13. The Competition Organisation Committee will adjudicate all disputes and the Committee's decision is final. If teams withdraw prior to the competition or fail to attend within the time specified on the day of the competition, the Committee reserves the right to make substitutions at its sole discretion.

GROUP GAMES

14. The 48 teams have been divided into 16 Groups of 3 teams each.

15. Each team in each Group plays each other team in the Group. Points are awarded in Group games, 2 for a win and 1 each for a draw.

16. The winner of the Group is the team with the most points and proceeds to round 1 of the Cup competition.

17. The runner up of the Group is the team with the next most points and proceeds to round 1 of the **Bowl** competition.

18. If Group points are equal the leading team is decided on best averages of scores for and against and if averages are also equal a coin is tossed to determine which team proceeds.

ALL TEAMS ARE GUARANTEED AT LEAST 2 GAMES.

NOTES

(a) Trophies and prize money will be presented immediately after the finals. Individual awards will also be presented to the members of the champion team.

(b) There is a very strict programme to be observed. Clubs must nominate their teams to the Official Table 30 MINUTES prior to commencement of their first match. The Competition Organisation Committee reserves the right to eliminate any team which is not ready to proceed onto the field 5 minutes prior to the advertised time. There will be an interval of

approximately 30 minutes between the second semi-final and the final during which time the final of the Plate competition will be played.

(c) There will be no lining up of teams in the centre of the field. The toss for ends must be taken before entering the field.

(d) EACH PARTICIPATING TEAM IS REQUIRED TO SUPPLY ONE TOUCH JUDGE AND ONE FOOTBALL PER GAME

(e) All time keepers and scorers will be supplied by Kiama Rugby Football Club.

(f) Teams should make their own arrangements for insurance against injuries.

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