



## Rosslyn Park HSBC National Schools Sevens Tournament Rules

### **General Rule**

1. The Tournament will be conducted entirely under the control of the Rosslyn Park Schools Sevens Committee (hereafter referred to as the Committee) whose decision, in all matters, is final. In the event of any complaint arising from a game the Ground Manager's decision (which may be made with input from the Referee Manager and the Tournament Director) will be final.

### **Entry Rules**

2. Boys and girls are eligible to play in the Tournament only if they are attending their school or college for the whole of the academic year 2017/18.
3. A school or college may enter a team into either the Cup or the Vase (see definition below). Exceptions may be made on special representation from the Tournament Director and with the approval of the Committee. **The Cup is for Schools and Colleges who want to be seen as the best rugby 7s school or college in the country. The Vase is for emerging sides looking to develop in the game.**

### **The Cup**

- a. Any School or College may enter the Cup tournament.
- b. All boys must be under 18 at midnight 31st August/1st September 2017.

### **The Vase**

- c. Schools or Colleges may enter the Vase if they are not an AASE College.
- d. The Committee has absolute discretion to re-classify a school from the Vase to the Cup on receipt of the entry form. The school will be notified in advance of the draw. Winners of the Vase will be moved up to the cup the following year.
- e. All boys must be under 18 at midnight 31st August/1st September 2017.

### **The Preparatory Schools**

- f. Open to schools in membership of the IAPS or the ISA or by special invitation.
- g. All boys must be under 13 at midnight 31st August/1st September 2017.

### **The Junior Schools**

- h. All boys must be under 13 at midnight 31st August/1st September 2017.

### **The Under 14**

- i. All boys must be under 14 at midnight 31st August/1st September 2017.

### **The Colts**

- j. All boys must be under 16 at midnight 31st August/1st September 2017.

### **The Girls**

- k. All girls must be under 18 at midnight 31st August/1st September 2017. No girls under 15 may play (RFU Regulation 15.5.3).
- l. No AASE colleges may enter the Girls Competition.

### **The Girls AASE**

- m. All girls must be under 18 at midnight 31st August/1st September 2017. No girls under 15 may play (RFU Regulation 15.5.3).

### **Competition Rules**

- 4. "Invitation" sides comprising of players from different squads are not allowed under any circumstances.

5. Each team must register with the Ground Manager the names and dates of birth of all players in the squad. Substitutions between rounds are allowed without reference to the Ground Manager.

6. The maximum squad size is 12.

7. NO player may play as a substitute or replacement for another school.

8. If, before its first game, a side is unable, for whatever reason, to field 7 players, then a reserve side will replace them. If a reserve side is not available, then the pool is reduced.

9. If it has not been possible to replace a side, which then arrives late for pool games, any games are “friendly” and do not count towards pool results, even if all other pool teams want to play.

10. If, before any pool game other than its first, a side is unable to field 7 players, then the pool game is null and void, all previous results in the pool involving the side are also null and void and the side is removed from the Tournament.

11. The Group Winners of the pool rounds will be determined by the most number of Wins. In the event of a tie for the Group, the side with the most losses will be eliminated. If still a tie, the result will be decided by:

Check 1. Greatest Points Difference.

Check 2. Greatest Points For.

If all equal then toss of coin.

11.a. For the purpose of selecting the best runners-up from any pool rounds the point's difference and points scored will be divided by the actual number of games played and, if wins and losses are tied, the resulting average point's difference and points scored will be used to rank the teams.

12. If, before a knock-out game, a side is unable for whatever reason, to field 7 players, then that side forfeits the match.

13. If a team makes it through to the second day and injuries or illness occur they may replace the injured/ill players with a maximum of 2 replacements. If there are more than 2 injured/ill players the school/college must compete with a depleted squad.

## **Playing Rules**

14. Playing time will not usually exceed 42 minutes (3 games) in any two-hour period. No side shall be required to play more than 90 minutes in one day.
15. Games will be played under the World Rugby Laws, U19 variations, Standard set of variations for Sevens and any RFU Law Interpretations/Variations for the Season 2017/2018 (**Please take note of new RFU rules of play**). Each item of protective clothing, padding or otherwise, must conform to World Rugby Specifications.
16. A size 4 ball will be used for the Preparatory and Junior & Under 14 Schools Tournament.
17. Each game shall be played for 7 minutes each way, including the final, with a 2 minute half time break. No extra time will be played in the pool rounds of any Tournament and matches will be left drawn.
18. In the knock-out rounds if, at the end of normal time, neither side has won, captains will toss for the right to kick off or choice of ends and play will continue in periods of five minutes, changing ends after each period without further interval with the first side to score being declared the winner.
19. In any game a maximum of 5 players from the squad of 12 named for that day may replace those on the field. Substitutions / replacements must be made with the Referee's permission and be made only when there is a stoppage (except a penalty) or the ball is out of play.
20. Staff in charge must ensure that replacements are immediately available during each game.
21. A player replaced through injury may play in subsequent games subject to medical approval.
22. In the event of a sending-off, the player is not allowed to play again in the current Tournament and the team plays with less than 7 players for the rest of that game. The team is, however, allowed to start with 7 players for the next game(s). The use of Temporary Suspension (Sin Bin) for 2 minutes will be in force.
23. In the event of a side being unable to continue to field 7 players during a game, other than sending-off or a temporary suspension, then the game is abandoned and:
  - a. if a pool game, then the pool game is null and void, all previous results involving the side are also null and void and the side is removed from the Tournament.
  - b. if a knock-out game, the other side goes through.
24.
  - a. for a kick at goal after a try scored between the posts, the kick shall be made from behind in-goal so that the ball is more readily available for the restart of the game ie the ball is kicked towards the half-way line.
  - b. for a kick at goal after a try scored other than between the posts. 1 player of the opposing team will be required to be behind in-goal to retrieve the ball (these local rules will not be enforced when ball boys are available).
25. No School 'support staff' e.g. Coaches or relatives / friends are allowed onto Pitches during play. (Unless there is serious injury to a player and the referee has stopped play).

**No refunds will be made if the Competitions have to be cancelled for reasons of safety.**

View the RFU laws and RFU laws and Youth Variations.