

Under 85kg Club Sevens Tournament Rules

1. General

- a) The competition will be conducted under the control of the Auckland University Rugby Football Club (AURFC) Sevens Committee whose decisions will be final.
- b) Games will be played under Rugby Union Laws.
- c) Tournament organizers will supply balls to be used during the games.
- d) All teams must report to the field on start of play.
- e) Players participating in the tournament must have either:
 - i. Played Under 85kg rugby in 2010, or,
 - ii. Intends to in the 2011 season.
- f) The organizing committee will not be responsible for any deaths, accidents or injuries sustained before, during or after the tournament.
- g) The organizing committee will not be responsible for any loss of money or valuables during the tournament.
- h) Presentation of prize-money or any other reward to a team or a individual will be presented in the clubrooms at the official presentation, which will commence at 5.30pm. If there is no-one present from the respective winning team or a individual is not present, the designated prize money or reward will be retained by the AURFC Sevens Committee.
- i) Any team engaged in a protest march from the field will automatically forfeit the match.

2. Uniform

- a) Team must wear uniformed jerseys.
- b) Each jersey must be clearly numbered at the back and must correspond with the names entered on the registration form.
- c) Each player must wear the same jersey throughout the tournament – any change must be relayed immediately to the organizers by team management.
- d) If there is a clash in similarity between uniforms that the referee is not happy with, a coin toss will decide which team wears a neutral set supplied by the tournament organizers.

3. Weigh-in

- a) The official weigh-in will commence from 9.00a.m, in front of the clubhouse steps. A team must have weighed in 20 minutes before their first game commences.
- b) Thirteen of the fifteenth players must weigh 85.00kgs or under, two players are allowed to weigh between 85.00kgs and 87.00kgs or under.
- c) No player is allowed to take the field without weighing-in.
- d) Players will be weighed once.
- e) The team manager of each team will sign their team card once every player of their team has weighed in and submitted it to the AURFC Sevens Committee.
- f) There cannot be any changes made to the team card once it has been submitted to the AURFC Sevens Committee.

4. Team numbers

- a) Each team is allowed to use no more than 15 players throughout the tournament.
- b) All 15 players must have weighed in and been signed off by their respective team manager.
- c) There cannot be any changes to team personnel after the manager has signed and submitted the team card.
- d) No team is allowed to take the field until the team manager has signed the team card.
- e) The exception to 4.c) and 4.d) is if the team manager has contacted the AURFC Sevens Committee prior to the tournament date and made them aware of a player who will be late, giving their full name, an acceptable reason for not being able to make the team weigh in and their estimated time of arrival to the Tournament. In this scenario, the team will only weigh the players that are present. When the late player arrives, he will be weighed in the presence of the team manager and added to the team card. Though, as stated in 4.a) no team cannot use more than 15 players.

5. Substitution:

- a) A team may substitute players during the game and substituted players may return to the field for that game. Rolling subs are permitted.
- b) A substitution may only take place during a stoppage in play, i.e. scrums, lineouts...etc
- c) The replacement player must make the referee aware of the substitution taking place.
- d) A maximum of 12 players are allowed to participate in any one game.
- e) All injured players must leave the field for treatment and may return if recovered.
- f) To avoid confusion, only 12 players are to wear the team jersey while your teams match is in progress. The names and numbers of the 3 players must be submitted to the organisers 10 minutes prior to the scheduled kick off time.
- g) Substitutes must stand behind the rope. The only people who are allowed to stand in front of the rope are two coaches and a physio from each participating team.

6. Referees:

- a) The referee will be the sole judge of the game.
- b) The organisers will not be responsible for any dispute regarding on field refereeing decisions.
- c) The referee will be the sole judge of any dispute involving a touch judge signal.
- d) Touch judges will be supplied where possible by the Referees Association. If not possible, each competing team must supply one person to be a touch judge.
- e) If a player is injured the referee may stop the game to allow him to be assisted from the field.

Matches/Schedule

7. Pool Games

- a) 14 minutes duration, divided into two seven minute spells.
- b) The half time break will be two minutes.
- c) Points for results will be based on the following:
 - Win 3 points;
 - Draw 2 points
 - Loss 1 point

- d) No extra time will be played in pool games.
- e) If at the end of all pool games two or more teams have the same number of points, the table shall be decided as follows (in order):
 - i. Result of the match between the teams;
 - ii. Most tries scored in all pool games;
 - iii. Highest points differential i.e. points for less points against;
 - iv. Toss of a coin.

8. Quarter/Semi Finals

- a) 14 minutes duration, divided into two seven-minute spells.
- b) The half time break will be of two minutes.
- c) If scores are tied at full-time, golden point extra time will be played.
- d) Extra time will be played in lots of five minutes each way.

9. Finals

- a) All finals shall be of 14 minutes duration divided into two seven-minute spells.
- b) The half break will be of two minutes.
- c) If scores are tied at full-time, golden point extra time will be played.