



# TASMAN CLUB SEVENS

## TOURNAMENT RULES 2019

**DATES:** 2<sup>nd</sup> November 2019, SportsPark Motueka      **TEAM ENTRIES CLOSE WED 23<sup>RD</sup> OCTOBER**  
9<sup>th</sup> November 2019, Renwick Domain

### THE FOLLOWING RULES & FORMAT WILL APPLY:

#### TEAMS/COMPOSITION:

Each team will consist of a maximum thirteen (13) players – all being 2019 registered Tasman Senior Players (or junior players at 1<sup>st</sup> XV or U18 levels)

*Players cannot transfer in just for the purposes of these tournaments; the player must be intending to reside in Tasman for the following season and be available for Tasman Sevens representative selection.*

*Squads of 13 players (12 starters + 1 injury cover) The 13<sup>th</sup> player is strictly injury cover, therefore cannot be included in the starting lineup (12) unless a player is injured and is unfit to continue. Once a player is injured and replaced they are unable to return for the remainder of the tournament.*

*Team management must inform Match Operations that the 13<sup>th</sup> player has been brought in. Failure to do so will result in a default.*

A High School wishing to enter a team must meet the following: Players must be 16 years of age or older. Dispensation for players younger must be sought from TRU prior to 5pm **Friday 25<sup>th</sup> October.**

All twelve (12) players may play in each game. Note rolling substitutions are permitted during stoppage of play.

Up to two (2) management personnel per team identified sideline by club issue yellow BLK bibs.  
i.e. 2 x water carriers OR 1 x water carrier and 1 medic

Technical zones: If these are not marked on the sideline, both teams are to have subs on the same side of the field.

Teams may have to provide a touch judge for the round robin games.

Any variation to these rules must be cleared & agreed upon by – opposition coach & Tournament Directors.

- **COACHES/MANAGERS MEETING:**

A meeting will be held at the Officials Tent for all Coaches/Managers prior to the first game. Any queries can be raised at this time.

- **GAME DURATION**

Each game will be sixteen (16) minutes duration consisting of:  
Two seven (7) minute halves with a two (2) minute half time interval

The Final will consist of two seven (7) minute halves with a two (2) minute half time interval.

- If at full time of any playoff game the score is a draw, extra time will be played until a winner is determined. The team which scores first in extra time will be immediately declared the winner.
- Following the end of normal time, there will be a one-minute break. A coin toss will determine who kicks off or chooses ends. Extra time will be in periods of five minutes, after each period the teams will change ends without interval. If it is still a draw after 10 minutes, the team that scored the first try of the game will be declared the winner.

- **COMPETITION DRAW:**

Teams will be put into pools with teams playing each other once in pool play.

The top two teams from each pool will advance into the Cup Quarter Finals, this will be a “knock-out” competition.

The other teams will enter a knock out plate & bowl competition.

In the event of 2 or more teams ending on the same points after pool play, the following criteria will be applied to determine ranking:

1. The team that won the pool match
2. The team with the best points differential
3. The team who scored the most tries in pool play
4. The team who conceded the fewest tries in pool play
5. Flip of a coin

- **COIN TOSS:**

Captains OR a team representative are to toss during half time of the game previous to theirs.

This is to ensure that timing of games remain on schedule.

The Toss will take place at the Officials Tent

*The winner of the toss decides whether to kick-off or choose the end. If the winner of the toss decides to choose an end, the opponents must kick-off and vice versa.*

- **MOUTHGUARDS**

- 1st Player observed not wearing mouthguard = Yellow Card
- 2nd and subsequent player/s (from same team) observed not wearing a mouthguard = Red Card
- Yelling at Referee to inform opposition are not wearing mouthguards – will not be tolerated. Will be treated as dissent and dealt with accordingly (PK)
- Red carded player automatically receives additional one match suspension

- **KICKS:**

All kicks at goal will be Drop-Kicks from the front of the posts only.

All re-starts will be Drop-Kicks.

The team that scores will also re-start the game with a Drop-Kick

- **SCRUMS:**

Will be contested by a three (3) man front row. Normal scrum laws apply.

- **SUBSTITUTIONS:**

Players can only be substituted at a stoppage in play. They can be substituted as often as required during the game.

Substitutions must be done through the Referee.

- **POINTS SYSTEM:**

**Three (3) points will be awarded for a Win.**

**Two (2) points will be awarded for a Draw (Pool-Play).**

**One (1) point will be awarded for a loss.**

Points will accumulate over both tournaments, the team on the highest points at the end of the 2<sup>nd</sup> tournament will be overall winner of the Cup.

If teams are “drawn” on total points at the end of the Motueka tournament, the team with the most tries over both tournaments will be determined the winner.

- **PRIZEMONEY:**

There will be prize money for the winner in the Mens grade of each tournament and prize money for the winner in the Women's grade (amount to be determined by number of entries)

There will be a plate competition winner in the Mens/Womens grades for both tournaments if there are a sufficient number of entries.

- **REFEREES/ASSISTANT REFEREES:**

To be appointed by Tasman Rugby Referee Manager

- **MEDICAL:**

Medical ambulance & personnel will be present at the venue.

Tasman Rugby Union will have a physio present at the Renwick tournament from 9 – 11.00 am for strapping.

Cost for strapping is \$5 (with own tape) or \$10 (tape supplied by physio) TBC

Each team may provide their own medical/first-aid kit, strapping tape etc & physio/strapper.

- **CHANGING ROOMS:**

Changing rooms & shower facilities will be available at the venue, to be used by all teams on a shared basis.

- **REFRESHMENTS & TEAM TENTS:**

There will be some on-site refreshment/food providers. It is recommended that teams bring foods & fluids also. Teams may set-up tents around the ground boundaries.

- **AFTER-MATCH FUNCTION:**

2<sup>nd</sup> November: The Turf Hotel/Restaurant will be open after the Motueka tournament. All are welcome to attend, the bar will be open and food will be available for purchase

10<sup>th</sup> November: TBC.

Presentations will be done on-field immediately after the finals, in order to allow teams choosing to travel away immediately to do so.

- **PROTESTS:**

Any protest will be heard immediately after the game concerned in the Officials Tent.

The protest will be heard by & involve – The Managers of the two playing teams, the Referee & a TRU Official. A ruling will be given by the TRU Official &/or Tournament Director & that ruling shall be final.

- **SIN-BIN:**

The Offending Player will go to the side-line where he will be seated for a maximum period of two (2) minutes. The two-minute period will only start once the player is seated in the sin-bin.

- **JUDICIAL:**

Any player sent off for breach of the laws will be dealt a two (2) match suspension (standard).

Any player receiving 3 yellow cards in the tournament will automatically receive a one (1) match suspension

The incidents will also be reported to the respective Judicial Committee for possible further consideration.

- **BLUE CARD:**

The Blue Card procedures will be in place for these tournaments. Any player receiving a blue card will take no further part in the tournament.

- **DISCLAIMER:**

Neither the event manager, tournament officials or the Tasman Rugby Union take any responsibility for any personal property or possessions of people associated with the tournament nor will be liable for any claims or actions against them.

Entry and participation in the tournament is at each team and players own risk.

Entry into this tournament confirms the acceptance of all conditions of entry and player eligibility rules.