
CLUB SEVENS

SATURDAY 2 NOVEMBER 2024
WAIUKU RUGBY CLUB



GRADES:
OPEN MENS & WOMENS
U19 MENS

RULES & REGULATIONS, INFORMATION AND ENTRY

Regulations for the 2024 Counties Manukau RFU Club Sevens Tournament

1. The tournament will be played under the Laws of the game of Rugby Union as framed by the IRB and includes the Seven-A-Side Variations in that publication. Local variations are listed within this document.
2. By entering the CMRFU Club 7s tournament, Clubs agree to and must adhere to the rules and regulations outlined in this document.
3. Each team will comprise a maximum of fourteen **(14)** plus team manager / coach and the players must be declared at the start of the tournament. The team sheet will be submitted to Tournament Control at the Managers meeting.
 - a. **MENS DIVISION (OPEN):** Eight (8) out of the fourteen (14) players are to be registered as rugby players with Counties Manukau RFU this year (2024). ALL players must be registered on the NZRU Data Base by 29 October to be eligible to play. An unlimited number of the squad may be secondary school players. Players must be 18 years old prior to the sevens tournament date, this is inline with NZR age to play senior rugby policy.
 - b. **WOMENS DIVISION:** ALL players MUST be registered on the NZRU Data Base to be eligible to play. Players must be 18 years old prior to the sevens tournament date, this is in line with NZR age to play senior rugby policy.
 - c. **MENS DIVISION (U19):** Eight (8) out of the fourteen (14) players are to be registered as rugby players with Counties Manukau RFU this year (2024). ALL players must be registered on the NZRU Data Base by 29 October to be eligible to play. Players must be Under 19 (2005) as at 1st January 2024. If players are 20 they are too old.
 - d. To compete in club 7s Men's and Women's open grades, under 18 players must complete an age to play senior rugby form and sent to the Union by 4:00pm Thursday 31 October. That player must be approved to play prior to taking the field.
 - e. All players must wear a jersey with their nominated number in every match in which they play in the tournament and these details are to be advised to the Tournament Control at the Manager's meeting for Men's, Women's and under 19 grades.
 - f. Players are to remain in their jersey numbers for the duration of the tournament.
 - g. Teams MUST select 12 players prior to kick off for each match. Only the 12 selected can play per match. Managers are to monitor this and report any teams not following the rules.

4. Teams must be entered prior to the tournament under the name of a senior Club or Affiliate of CMRFU and or invited Provincial Unions.
5. Where clubs/affiliates have more than one team entered in the tournament there is to be no interchange of players between teams once the tournament has started. Each team remains a separate identity throughout the tournament.
6. No new players can be brought into a team to replace injured players during the tournament.
7. All decisions regarding the seeding and draws of teams are the sole responsibility of the tournament committee.
8. Play will commence with the teams in each pool playing against each other in their respective pools.
9. In each pool match, three points will be awarded for a win, and two points per team in the event of a drawn match, one for a loss and zero for no show. No extra time to determine a winner will be played in pool matches.
10. Results for a defaulted match will be three points for a win and score will be 30-0, (4 tries).
11. The duration of all pool matches, quarterfinal, semi-finals and championship finals will be seven minutes each way, with a two-minute interval.
12. On completion of the Men's Open pool matches (if entries allow) there will be three knockout competitions: the first called the Cup Championship; the second called the Plate Championship, and the third called the Bowl Championship. Quarter finals will be played dependant on the number of entries; otherwise, semi-finals will be played following pool matches.
 - a. The most successful team in each pool will go forward into the quarterfinals (or semi finals) of the Cup Championship.
 - b. The next most successful team in each pool will go forward into the quarterfinals (or semi finals) of the Plate Championship
 - c. The next most successful team in each pool will go forward into the quarterfinals (or semi finals) of the Bowl Championship
 - d. Following the completion of pool play, the team(s) to have a bye in the quarter finals (if any) shall be drawn by lot.
13. If on completion of the pool matches, two or more teams in their respective pools have the same aggregate number of points awarded in accordance with Rule 6, the pool

ranking will be determined in accordance with the following formula in order of sequence:

- a. The winning team of the match already played between the two teams involved shall be ranked higher.
 - b. If the two teams concerned had drawn the match indicated, the team which had scored the most tries in the pool shall be ranked higher.
 - c. The team which has the highest difference of “points for” minus “points against” in their pool matches will be ranked higher.
 - d. Where there is still a tie, the winner will be declared by the toss of a coin.
14. Where there is a tie at full time in the semi-finals of the Cup, Plate, Bowl, Women’s and Under 19 competitions then the following formula will be applied to determine a winner:
- a. The team which had scored the most tries in that game will be declared the winner.
 - b. If the two teams have scored an equal number of tries in that game, then the team that scored the first try shall be declared the winner.
 - c. If there are no tries in the match, then the team that scores the first points shall be declared the winner.
15. Where there is a tie at full time in the Championship Finals then extra time will be played.
- a. Following the end of normal time there will be a two-minute break.
 - b. In extra-time, the team that scores points first is immediately declared the winner, without further play.
 - c. Five minutes each way until a team scores, (points can be a penalty or drop goal).
 - d. If no winner has been declared, extra time will re-start until a winner is determined.
16. When a side is taking a conversion kick, all players of the opposing team must immediately assemble close to their own 10-metre line.
17. Laws applying to Substitutions are contained in the World Rugby Laws publication; specifically.
- a. A team may substitute or replace up to **five** players during a match. This is done through the assistant referee when the ball is dead and only with the referee’s permission.
 - b. If a player is substituted, that player may only return to replace an injured player.
 - c. Substitutions for both teams are to take place from the half-way line.
 - d. There will be NO rolling Substitutions.

- e. Substitutions must be made through the Field Marshall. The player movement protocol is as follows.
 - a. Each team may nominate up to 5 replacement players.
 - b. Each team may make up to 5 replacements during the match.
 - c. In addition to the 5 replacements, each team may replace a player who:
 - i) has an open or bleeding wound
 - ii) has been injured due to foul play
 - iii) has been removed from the field of play due to the issuing of a BLUE CARD.
 - 18. The referee is the sole judge of fact and of law during a match.
 - 19. When a player is being cautioned and suspended for two minutes, the referee will show that player a yellow card. If that player later commits another yellow-card offence, the player must be sent off.
 - 20. When a player is being sent off, for 2 x yellow cards in the same match, the referee will show that player a red card and the player will take no further part in that match. A player sent off may not be replaced.
 - 21. When a player is being sent off, the referee will show that player a red card and the player will take no further part in the match and the tournament. A player sent off may not be replaced.
 - 22. All players who have been red carded (rule 21) will be referred to the Unions Disciplinary Officer and must be within 48 hours at the conclusion of the match.
 - 23. All misconduct complaints will be referred to the Unions Disciplinary Officer and must be within 48 hours at the conclusion of the match.
 - 24. Referees will strictly enforce Law 7 (a) *Intentionally Offending*, and in particular Law 7 (d) *Time Wasting*.
 - 25. Only water carriers or other authorised personnel will be allowed to enter the playing arena and only at stoppages of play.
 - 26. In the event of any contingency arising not covered by the foregoing Rules, a ruling shall be given by the appointed Tournament Committee.
 - 27. All games will be run strictly to time. The 'horn' will sound for the start of the game and the clock will start irrespective of whether the teams are ready to play.
 - 28. Late to kick off: If a team is more than one minute late to the allocated match time, the Referee will begin the match with a free kick to the team who arrived on time. If five minutes has passed and one team has still not arrived, they default the match.
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Seven – A – Side Law Variations

LAW 4 – Players’ Clothing

3 (f): A player must wear a mouth guard or dental protector.

The wearing of a mouth guard in an approved manner is compulsory for all players at all levels of NZ Domestic Rugby

Sanction:

A player observed by the referee to be not wearing a mouth guard, will receive a Yellow Card and be off the field for 2 mins. The team of the offending player shall not be permitted a replacement during the period the offending player is off the field. If the offending player is unable to return wearing a mouth guard in the approved manner, then that player may be replaced after a period of 2 minutes (playing time) has elapsed. This will be deemed to be a permanent replacement, and the offending player will not be permitted to return to the field of play under any circumstances, except in accordance with Law 3.1.3, but then only if that player is wearing a mouth guard in the approved manner. Any other team mate not wearing a mouth guard will be Red carded for that match.

LAW 8 – Scoring

If the scoring team elects to kick at goal after a try, the kick must be a **DROP KICK**, otherwise the kick is disallowed.

The kicker must take the kick within **30 seconds** of a try having been scored, otherwise the kick is disallowed.

Law 9 – Foul Play

When a player is temporarily, suspended, the player’s period of suspension will be for a period of two minutes.

When a player is sent off (red carded), that player is will take no further part in the match and the tournament. Rule 20.

LAW 12 – Kick-Off and Restart Kicks

All restart kicks are to be dropkicks, which are to be taken at or behind the centre of the halfway line.

If the ball is played or taken into in-goal by an attacking player and is made dead by an opponent, play is restarted with a 22-metre drop-out.

When a player carrying the ball is held up in the in-goal so that the player cannot ground or play the ball, the ball is dead. Play restarts with a five-metre scrum attacker’s ball.

Penalty: Free kick at the centre of the half-way line

All the kicker’s team must be behind the ball when it is kicked.

Penalty: Free kick at the centre of the half-way line

The ball does not reach the 10-metre line and has not been played by an opponent.

Penalty: Free kick at the centre of the half-way line

The ball goes directly into touch

Penalty: Free kick at the centre of the half-way line

If the ball is kicked into the In-goal area without having touched or been touched by a player, the opposing team has three choices:

- i. to ground the ball
- ii. to make the ball immediately dead
- iii. play on

If the opposing team immediately grounds the ball or make it dead, or if the ball goes touch-in-goal or over the dead ball line

Penalty: Free kick at the centre of the half-way line

LAW 19 – Scrum

A scrum must have three players from each team. All three must stay bound to the scrum until it ends.

Penalty: Penalty kick

A front row player must not intentionally kick the ball out of the tunnel or out of the scrum in the direction of the opponent's goal line

Penalty: Penalty kick

LAW 20 – Penalty and Free Kicks

A penalty kick (PK) and Free Kick (FK) may be taken by way of a tap kick, punt or drop kick, but NOT a place kick. A scrum option may be taken.

Penalty: Scrum – opposition ball

If a kicker indicates to the referee the intention to kick at goal, the kick must be taken within 30 seconds of the penalty having been awarded. If the 30 seconds is exceeded the kick is disallowed.

Penalty: Scrum – opposition ball

How the Tournament works in practice for the Coach / Manager

1. Team entry is supplied to CMRFU - closing date for entries is **Friday 4:00pm, 25 October 2024**. Team must submit a named player list to CMRFU by **Friday 12:00pm, 1 November 2024**.
2. Make yourself and your team aware of the Tournament Regulations & the Law Variations.
3. Attend the Managers briefing on Saturday 2 November 8:30am. (Event HQ, Field side).
4. Submit any changes to the named players on the team sheet of 14 players to Tournament Control at the Managers meeting Saturday 2 November. Provide jersey numbers for team members (rule 2c).
5. The Tournament Committee will be CMRFU Staff will deal with any disputes (should they arise). Disputes will be dealt with on the day.
6. Play your game – be aware of substitution rules.
7. Follow the draw and announcements made on the day.

Outline of the Day:

(**Note:** Times are approximate and may change depending on the number of entries)

Time	Event	Location
7:00 am	Gates/Toilets unlocked	Waiuku Rugby Club, Waiuku
8:00 am	Field vehicle access	Prohibited until the conclusion of the Cup Final
8:30am	Managers briefing	Event HQ, Field side
9:00am	Pool games commence.	
	Women's Final	
	U19 Final	
	Bowl Final	
	Plate Final	
	Cup Final	

Remember the following:

RESTRICTED VEHICLE ACCESS allowed inside Waiuku Rugby Club. Two vehicle per club. All vehicles must use perimeter of field and must not drive on the playing surface. Vehicle access to the field will be prohibited from 8:30am until the conclusion of the Cup Final. ALL food and beverages **must** be consumed in your tent/area. Please ensure that you **remove all your rubbish** from your site. Do not leave it to us to remove!

General Information

Event Coordination

Event Managers – Matt Megaw, Annette Tossell

Tournament Controllers – Matt Megaw and Annette Tossell. Both will be located in the Event HQ Centre.

Draws / Results / Points will be displayed. The tournament committee will assemble here also.

Timings

All games will start strictly on time. A horn will signal the start of all games.

Match Balls

All teams participating are to provide their own match balls. There will be a match ball provided for each field as well.

Mouthguards

ALL players MUST wear a mouthguard.

Gate Entry

Entry is free.

Parking

Parking is available in the main car park. Field access is available to set up tents. One vehicle per club is permitted to park on the field. For safety reasons the Event managers will be policing this. As the field is not a car park. Vehicle access to the field will be prohibited from 8:30am until the conclusion of the Cup Final.

Changing Rooms / Toilets

Teams are encouraged to use their tents / shelters for all team requirements. Toilets will be open by the Waiuku Rugby clubrooms and the Council Block between fields one and field three.

Warm - up areas

Any area that doesn't interfere with another team's activities is permitted as a warmup area. The playing enclosure is the only area that is to be always kept clear.

Food and Drink

Food or beverage sales will be available at the clubrooms.

Trophy / Presentations – Men's / Women's / Under 19

All Trophies will be presented by an official representative on the field immediately after the end of the championship games. Teams are to remain on the field until the presentations are complete.

Medical

St Johns Paramedic and ambulance will be in attendance for the games.

Urgent Care Franklin, 149 Manukau Road, Pukekohe, Ph: 2386610, Middlemore Hospital, 100 Hospital Road, Papatoetoe, PH 09 276 0044. Teams are to bring your own ice.