



Counties Manukau Rugby Union

SECONDARY SCHOOL SEVENS

U15 RULES AND REGULATIONS

Regulations for the 2024 Counties Manukau RFU Junior U15 Secondary School 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. All decisions regarding the draws of teams are the sole responsibility of the tournament committee.
3. Play will start with teams playing each other in a round robin a hooter will start proceedings followed by one for half time referee to start second half and hooter to finish the game.
4. If a team is more than 1 minute late to your allocated match. The Referee will begin the game with a Free Kick to the team which arrived on time. If 5 minutes has passed and one team has still not arrived. They default the match.
5. If a try is scored with more than thirty seconds left on the clock the restart will occur even after hooter.
6. In each match three points will be awarded for a win and two points per team in the event of a drawn match. No extra time to determine a winner will be played in round robin matches.
7. The duration of all round robin matches, and semi-finals will be seven minutes each way, with a two minute interval.
8. In the event of more than one team finishing on equal points in the competition round:
 - a. The result of the match between the two equal teams
 - b. The margin of points scored for and against
 - c. The margin of tries scored for and against
 - d. The highest number of points scored
 - e. The highest number of tries scored
 - f. The toss of a coin between the Team Managers
9. The duration of the finals for U15 Girls and Boys tournament will be 7 minutes each way with a two-minute interval.
10. Where there is a tie at full time in Semi-finals of the competition 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.
11. Where there is a tie at full time in the Championship Final then extra time will be played. Such extra time will be in two periods of five minutes when teams will change ends without interval. The kick off for the start of extra time will be taken by the team who kicked off at the start of the game. The team first scoring points in extra time will be declared the winner and the match will end.
12. When a side is taking a conversion kick, all players of the opposing team must immediately assemble close to their own 10-metre line.

13. Only 14 players will be permitted to play each game. 7 on field and 7 on the substitution bench.
14. There will be rolling subs and no cap on substitutions during games.
15. Substitutions can only be made at a stoppage in play (the referee must be advised of the substitution).
16. All kicks at goal must be drop kicks. Conversions may be taken within 30 seconds.
17. Only players who are originally registered as being members of a Team are eligible to play for that Team. Head Quarters will be centred between the playing fields, if any lost property or issues need to be raised then please make them known to the committee.
18. All teams are to please bring your own first aid kit, strapping and ice.
19. ALL players must wear a mouthguard.
20. Judicial-
 1. The Judicial Committee shall be appointed by Counties Manukau Rugby Referees Association.
 2. A player sent off for breach of laws will be dealt with immediately by the Judicial Committee immediately post game played.
21. Presentations will be on the field immediately after all finals.

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.

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.

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

All of 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 21 – 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
