

# Hutt Cup & Under 15 RUGBY SEVENS TOURNAMENT

Naenae College

Saturday 19<sup>th</sup> October

## 2019 TOURNAMENT RULES



## **DATE AND PLACE OF COMPETITION**

- 1) The Hutt Cup & Under 15 Rugby Sevens Tournament (“the Tournament”) will be held at Naenae College on the 19<sup>th</sup> October 2019. The following rules apply to all competitions, unless otherwise stated.

## **COMPETITION FORMAT**

- 2) The competition format will be at the discretion of the event manager based on the number of entries and any other mitigating circumstances presented at the time. The Tournament Director reserves the right to alter the competition format at any time.
- 3) All decisions regarding the placement of teams and the competition format are the sole responsibility of the Tournament Director.

## **REGISTRATION**

- 4) A maximum of fifteen (15) players can be registered for the Tournament. 15 players can play in each game.
- 5) All Teams must have their Team List completed in full and entered into EnterNOW via your Head of Sport by Thursday 17<sup>th</sup> October 2019. This can be confirmed at the managers meeting. All eligibility requirements are as per the College Sport Wellington by-laws

## **TECHNICAL MEETING**

- 6) The Managers’ Meeting will be held on Saturday 19<sup>th</sup> October 8.30am at Naenae College Pavilion (Tournament HQ). It may be attended by a maximum of two representatives from each Team. The Tournament Director will preside over the meeting. This will be the last opportunity for changes to the team lists.
- 7) The signed Team List with jersey numbers is to be resubmitted at the Managers’ Meeting. No player registrations will be accepted after this meeting, all playing jerseys must be numbered and players MUST remain in the same jersey number for the duration of the Tournament.

## **TECHNICAL OFFICIALS**

- 8) Referees and Assistant Referees shall be appointed by the Wellington Rugby Referees Association (WRRRA). Where possible the WRRRA will also appoint in-goal judges.
- 9) The appointed referee will be responsible for keeping the match score.
- 10) At the completion of the match, the referee will inform the match manager of the score. The match manager will present the score card to the Team captain and/or Manager for signing. The official score card will be returned to tournament HQ by the match manager.
- 11) If there are any issues with the score, or the match in general it is advisable to NOT sign the scorecard and immediately advise the Tournament Director of the issue. Once the score card has been lodged the result is final.

## PLAYING REGULATIONS

- 12) All matches (including the Cup Final) will be played in two seven minute halves. All games will have intervals of two minutes.
- 13) All Teams must take the field immediately following the preceding game, and be ready for kick off.
- 14) Equipment used or clothing worn by athletes and other participants must comply with the World Rugby Constitution and Technical Rules.
- 15) Only Leslie Rugby balls can be used during the Tournament.
- 16) In each pool game, three points will be awarded for a win, two for a draw and one for a loss.
- 17) In the event that two Teams in a pool are tied on points at the conclusion of pool play the finishing positions will be determined in accordance with the following criteria, which will be applied in the order in which they appear until the tie is broken:
  - (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
- 18) If at the end of the pool stage more than two Teams are tied the finishing positions will be determined in accordance with the following criteria, which will be applied in the order in which they appear until the tie is broken:
  - (a) the margin of points scored for and against;
  - (b) the margin of tries scored for and against;
  - (c) the highest number of points;
  - (d) the highest number of tries scored;
  - (e) the toss of a coin between the Team Managers
- 19) Progress in championship matches are by knockout. During the Cup, Plate, Bowl or Shield sections, in the event of a match being drawn at the end of normal time, extra time will be played until a winner is determined. Following the end of normal time, a two minute break will be observed including a toss. Extra time will be in periods of five minutes. After each period the Teams will change ends without interval and subsequent kick-offs will alternate between the two sides. In extra time the Team which scores first will immediately be declared the winner without further play (golden point).
- 20) The tournament will be held in accordance with the World Rugby By-Laws and Regulations Related to the Game and World Rugby's Laws of the Game with Sevens Variations which are available <http://laws.worldrugby.org/?variation=2>. Note these include the following variations:

- (a) No Team can have more than seven players on the field.
- (b) All kicks at goal shall be drop kicks.
- (c) The kick-off after a score is made by the Team that has just scored.
- (d) If time expires, play shall continue until the ball next becomes dead. If the ball becomes dead after time has expired as the result of a try, the referee shall allow the kick to be taken. If it is a result of a penalty or free kick, the referee shall allow play to continue until the ball next becomes dead.

In addition the following tournament rules will be in effect:

- (e) Teams are entitled to unlimited interchange ('rolling subs'). Substitutions can only be made at a stoppage in play (the referee must be advised of the substitution).
- (f) Only players who are originally registered as being members of a Team are eligible to play for that Team. Players may not be drafted from other Teams in the competition unless the team has had players ruled out due to injury and is down to nine players (or fewer). At this point a loan player from a Team that has already been knocked out from a lower competition can occur at the Tournament Director's discretion.
- (g) All matches in the girls' competition will be played under NZ Rugby Under-19 Domestic Law Variations. In particular, **Under 15 girls scrums will be non-contested.**

## DISPUTES

- 21) Disciplinary and appeal procedures will be held under the Wellington Secondary School (WSSRU), Wellington Rugby Football Union (WRFU), and NZ Rugby guidelines (ie Black Book) using the Duty Judicial Officer (DJO) procedure.
- 22) The Team Manager must report any disputes, appeals or protests to the Tournament Director only and within fifteen (15) minutes of the completion of the match. The appointed Judicial Committee will hear the dispute, appeal or protest and advise all parties involved. The Judicial Committee's decision is final.
- 23) Any player who receives four yellow cards can take no further part in the Tournament. Two yellow cards in a match will result in a red card. The player will receive a sanction from the DJO, but can request a judicial hearing.
- 24) Any player sent from the field (i.e. receives a red card), must present themselves with their manager at the Tournament HQ within 15 minutes of the conclusion of the match in which the dismissal took place. The player will receive a sanction from the DJO. If the player rejects the DJO sanction, a judicial hearing will be held.
- 25) The referees in each match are the sole judge of fact.
- 26) The Tournament Director, or his nominee, is the only Tournament staff who may ask for the proof of age and identification. If there is a query on an opposition player's age or identification, a protest must be placed in the normal manner.

## **MEDICAL**

- 27) Teams acknowledge that participation in the Tournament may carry with it certain dangers including the risk of injury and damage to property, and agree, to the extent permitted by law, to waive all claims for liability against any participant (including players, coaches, volunteers and administrators) and release every such participant from all liability that may be incurred in connection with participation in the Tournament.
- 28) All registered participants for this Tournament are afforded cover under the NZ Rugby Personal Accident Insurance. Participating Teams, or individual members of its Team shall, make its or their own arrangements for, and bear all costs of insurance against loss of, all personal baggage and effects (including money) and the Team kit during the tournament.
- 29) The Tournament will provide medical personnel (Wellington Free Ambulance) who can attend to injured players.
- 30) Individual schools are responsible for ensuring they are equipped to deal with any general injuries that may occur. This should include at the event carrying a basic first aid kit and ice.
- 31) All Teams are advised to supply their own sports medical supplies i.e. strapping and tape for the duration of the Tournament, at the expense of the Team.
- 32) Teams are responsible for the fitness and safety of their players during the Tournament. Any participant attending the Tournament with a medical problem should bring a letter from their doctor regarding detailed treatment of the condition.

## **GENERAL MATTERS**

- 33) In order to ensure the tournament runs to schedule the start time only of each match will be signalled from Tournament HQ, ie each 20 minutes as indicated by the draw. Time during each match will be the responsibility of the referee.
- 34) Team Managers shall be responsible for getting their Teams to the field of play by the scheduled kick-off time. If a Team has not reached the field of play at the scheduled time, then the Team on the field ready for play will receive a free kick if the receiving Team from the coin toss, or if the Team kicking off, will be permitted to kick off.
- 35) Teams will be required to station all substitutes and non-playing personnel in the area between the 10m and 22m lines on the sideline closest to Tournament HQ.
- 36) Only medically trained persons, other than the players, referee and Tournament officials may enter the playing area. Water runners will be allowed to enter the playing area provided they are wearing the appropriate vest, but only during a stoppage in play or following a score. Each Team may have a total of two (2) water runners for their match.

- 37) Any Team found to be in breach of the above regulations may be automatically disqualified from further participation in the Tournament.
- 38) The Tournament Director reserves the right to alter the format of the Tournament in the event of unusual weather or any other unexpected circumstances.
- 39) The rules of the Tournament, including their interpretation, are at the sole discretion of the Tournament Director.

#### **CONTACT DETAILS**

David Fa'atafa  
Tournament Director & Event Manager  
College Sport Wellington  
[David@collegesport.org.nz](mailto:David@collegesport.org.nz)  
021 448 279  
(04) 939 1106

Thomas Kiwara  
Tournament Director & Rugby Driver  
Avalon Rugby Football Club  
[thomaskiwara@hotmail.com](mailto:thomaskiwara@hotmail.com)  
022 685 8637