

DRAFT 2018 Canberra Junior Sevens Rugby Carnival

The 2018 Canberra Junior Sevens Rugby Carnival is held on Sunday 106 September 2017. The following document outlines the registration process and rule of the competition for this year's event.

EVENT REGISTRATION

In order to play in the 2018 Canberra Junior Sevens Rugby Carnival, teams must adhere to the following registration conditions.

- Clubs can register at most one team per age group available during the first registration period (Monday 18th June to Sunday 1th July)
- Payment for teams must be received within 2 weeks of registration being received. For any entries after 1 August, the last date for payment must be made within 2 days of invoice to confirm a spot.
- If payment cannot be made within 2 weeks (or are paying by cheque), you must inform the event organiser when you register as to the expected date of payment.
- Clubs can register further a second team in any age group where positions are available from Monday 2nd July. More than 2 teams will be allowed if space is available from 1 August.
- Clubs will submit team lists to the event organiser prior to Close of Business on the Friday one week prior to the event (Friday 7th September). This team list must include player names, date of birth and Australian Rugby Union Rugby Link number where available.

RULES OF COMPETITION

The normal IRB rules of Rugby Union Football – Standard set of variations appropriate to the Seven-a-side Game, will apply as administered by the ACT Junior Rugby Union with the following clarifications:

Format

- The preliminary competition in each age group will be a Round-Robin event with teams divided into two pools in age groups where there are more than eight teams registered for competition.
- The Round-Robin event will be conducted on the basis of five games per team, with two points being awarded for a win, one for a draw and zero points awarded for a loss. A forfeit is treated as a win for the team that is available to play and a loss for the forfeiting team.
- Team Squad Numbers are unlimited, but approximately 12 players are ideal.
- **ONLY** 10 players are permitted to play in any given game. Team personnel can vary from game to game.
- The Tournament Director retains the discretion to alter the structure of the round-robin event, if it is necessary to do so for the benefit of the competition.
- In the event of rain, the event should continue as planned unless:
 - a) The grounds are closed by the ACT government, or;
 - b) The Tournament Director considers that the conditions are too dangerous for play to continue (eg lightning).

Registration

- A team will consist of no more than seven players and three reserves per game, that is, 10 players only.
- Players may be required to sign a registration sheet prior to taking the field for a final event, at the discretion of the Division Marshal.
- Interchange of players between teams will not be allowed except where a team is short of players and the approval of the Division Marshal has been obtained.
- Where a player has played the current season under an age dispensation from their home union, they may play in the approved age group in the tournament. No dispensations will be granted purely for the tournament.

Results

- The Division Marshal will maintain the record of results through the day.
- Each team must immediately at the end of each game, confirm the result with the Division Marshal and sign the result sheet.
- The Division Marshal's view of the result will be final unless both teams agree that it is in error.

Discipline

- The Pathway Laws for U8 through to U12 will apply, except in the case of playing time (adjusted for the Seven-a-side Game).
- Any player receiving a red card and therefore sent off during a game will not be permitted to take part in the remainder of the tournament.
- Any player receiving two yellow cards during the course of the tournament will be treated as if they have received a red card.
- The referee retains the right to red card any player who throws a punch or deliberately attacks the head of an opponent.
- As per the rules of the ACT Junior Rugby Union, any player receiving a yellow or red card may be replaced.
- All teams are expected to compete displaying good sportsmanship and etiquette at all times.
- Teams are expected to complete all Pool Games before leaving the Carnival. Teams not completing all games will be reported to the Tournament Director. These teams will be reported back to their Club/School and jeopardise their Club/Schools Invitation into the Carnival for following years.
- Teams are required to have a representative / team marshal nominated on their team list sheet to ensure their team's parent/spectator behaviour is acceptable. The Division Marshal and then Tournament Director has final say in discipline of unruly spectator behaviour.

Rules of Play

- The coin toss will take place prior to teams taking the field. Teams will not line up in the centre of the field.
- A team not ready to play on time will immediately forfeit the game. The Division Marshal may exercise discretion in applying this penalty.
- Matches will be of two five minutes halves, with a 30 second break in between halves for teams to change ends. To ensure games are kept to time, **coaches are not permitted on the field at half time.**
- A maximum of 30 seconds will be permitted for a penalty kick or conversion. A kick not completed within this time will be forfeited.
- There is no injury time. In the interests of safety, a referee may stop play due to injury but this will not halt the time-clock.
- A player who has left the field injured and has been replaced is not allowed to return to the field in the game in which they have been injured and replaced.
- A minimum of three players in the scrum and two in a line out are required.
- Each team must provide a touch judge; a match ball will be provided for each game. The match ball MUST be returned to the middle of the pitch at the conclusion of the game.
- Unlimited interchange is permitted during all matches but only during stops in play.
- The referee will be the sole judge of time and fact in a game.

Rules and Rule Variations of Note –

Scoring - Try = 5 Points. Conversions (by drop-kick) = 2 Points.
Conversions of tries are allowed in all age groups, except U8s and U9s.

Kick-Off - Must be taken as a drop kick.
All restarts for U8s to U12s are as per Pathways Laws.

Kicking in General Play – Allowed for U13 and U14
As per Pathways Laws for U8 to U12

Mark- There is no 'Mark' in Under 8, 9 and 10 Games.

Penalty Kick – No drop goals or penalty goals are allowed in U8s to U12s as per Pathways laws

Scrum – The scrum must consist of three players.
Contested scrums are as per Pathways Laws.
The off-side line is 5m behind the last feet and the half back cannot move past the mid-line of the scrum until the ball is out.

Lineout – The lineout must have a minimum of 2 players and a maximum of 4 players.
Lifting in lineouts is as per Pathways Laws

Advantage – The advantage law is to be applied generously.

Finals

- Semi-Finals and Finals will be contested in each age group, except those age groups with only one pool.
- Semi-Final and Finals will be played over two x seven minute halves with a one minute break at halftime.
- Those teams finishing first and second in their pool competition at the completion of the round-robin event will contest the finals.
- In those age groups with just one pool, a straight final between the first and second placed teams will take place in lieu of semi-finals and final rounds.
- If two or more teams are on equal points at the end of the round robin, the winner will be determined by the following:
 - a) The team that won the game when those teams played each other in round robin competition will move through to the next stage of competition, or
 - b) In the event the game was drawn between the two teams, the following criteria will be applied by the Division Marshal. If teams remain equal after a criteria, the Division Marshal considers the next criteria until only one team remains:
 - a. The team with the highest for-and-against points ratio in all games played.
 - b. The team which scored the most tries during the round robin
 - c. The team with the least number of players who received yellow or red cards throughout the round robin
 - d. The finalists will be decided by the toss of a coin
- In the event of a draw in a semi-final, the winner will be deemed to be the team who scored the first try of the match.

In the event of a draw in the final, three minutes extra time will be played each way. If after extra time the score is still equal, the winner will be deemed to be the first team to score a try in the match.