

RUGBY 7s (men and women)

2016

AUS Rugby 7s competitions are conducted in accordance with World Rugby (WR) [Laws of the Game](#) as varied by [WR Seven-a-side law variations](#).

1. Team/squad size

- Minimum registered players – 10
- Maximum registered players – 12
- Maximum cross registrations – 3
- Minimum number of players that can take the field without incurring a forfeit – 7

1.1. All registered participants must be 18 years of age or older on the day they take the field in the competition in line with ARU requirements.

2. Substitutions

2.1. A team may nominate no more than 5 replacement /substitutes, during a match.

2.2. No replacement or substitution may be made except with the permission of the referee, and only during a stoppage in play.

3. Competition format

3.1. The standard set of variations in relation to WR Law 13 “kick off and restart kicks”, and WR Law 21 “penalty and free kicks” apply, except that all infringements at a kick off by the kicking team as specified below will result in a free kick at the centre of the half way line awarded to the non-offending team:

- a) Ball not reaching opponents 10 metre line, unless first played by an opponent
- b) Ball kicked directly into touch
- c) Players of the kickers team in front of the ball when it is kicked
- d) Ball kicked into in-goal where it is immediately made dead by the non-kicking team, or the ball becomes dead by crossing the touch-in-goal or dead ball lines

4. Game time/duration

4.1. All games will be 2 x 7 minutes in duration with 1 minute for half time.

4.2. Medal matches will be 2 x 10 minutes with 2 minutes for half time.

4.3. A summary of game time/duration is also available via the [AUS supplement – games time summary](#).

5. Point score

5.1. Points for each match shall be awarded as follows;

- Winning team: 3 points
- Drawn match: 2 points per team
- Losing team: 1 point
- Forfeited team: 0 points

5.2. In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:

- a) The team that won the match between the teams
- b) The margin of points scored for and against a team in all pool matches
- c) The margin of tries scored for and against a team in all pool matches
- d) The team that has scored the highest number of points in the pool matches
- e) The team that has scored the highest number of tries in the pool matches

6. Drawn matches

- 6.1. If preliminary matches are drawn at full time, both teams will be awarded 2 points as per section 5.1.
- 6.2. If progression or medal matches are drawn at the end of normal time, extra time will be played and the team that scores first will be declared the winner.
- 6.3. Extra time will be in periods of 5 minutes. After each period the teams will change ends without interval.
- 6.4. The team that first kicked off will do so again in the first period of extra time, and subsequent kick offs will alternate between the two sides.

7. Forfeits

- 7.1. Rugby 7s is run under the [AUS Guideline – forfeit of competition requirements](#).
- 7.2. A forfeit will be declared 10 minutes after the scheduled start of play time where either team is unable to commence play.
- 7.3. The forfeit score is 35 points to nil (0).
- 7.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the sport officials), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams.
- 7.5. In the event of a game being abandoned, the [AUS abandonment guideline](#) will be implemented.

8. Uniform requirements

- 8.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.
- 8.2. The specific uniform requirements for Rugby 7's are as per the national sporting organisation standard with the following AUS uniform requirements:
 - Shorts, socks and jerseys.
 - Jersey cannot be shoulder cut
 - Numbering on backs of jerseys is compulsory (number to remain the same for entire tournament). Only single or double digit numbers must be used
 - Headgear is at the player's discretion
 - For all matches where there is a colour clash, the team wearing the alternate kit will be determined by coin toss
- 8.3. Minimum uniform requirements for AUS events must be met:
 - A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
 - Long or sharp fingernails are to be trimmed short
 - All participating competitors are to be correctly attired in appropriate, matching team uniforms
 - Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours
 - All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
 - Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
 - All participants must retain the one number throughout the tournament (if numbered jerseys are used)
 - Numbers on shirts are restricted to one or two digit numbers
 - Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

9. Team duties

- 9.1. Team duty requirements for Rugby 7s are:
 - Two people from each team competing in the current match will be required for the duties of assistance referee x 1 and ball person x 1 (one sideline)

9.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.

9.3. Teams that do not fulfil team duties will be fined as per the [AUS Guideline - forfeit of competition requirements](#).

10. Award ceremonies

10.1. Medal ceremonies will be held at the completion of the competition.

10.2. Gold, silver and bronze medals will be presented to those teams finishing 1st, 2nd and 3rd in the competition.

10.3. Pennants will be presented at the closing presentation to the following teams:

- For regional university games events
 - Mens champion
 - Womens champion
- For the Australian University Games
 - Overall mens champion
 - Mens champion division 2
 - Overall womens champion
 - Womens champion division 2

10.4. The following trophies will be presented to the overall champion teams at the Australian University Games (note that trophies are presented at the closing presentation):

- Mens Overall Champions – The Nick Farr-Jones Cup
- Womens Overall Champions – Womens Rugby Champions

Previous rule amendments

August 2000 | July 2004 | August 2005 | March 2010 | April 2011 | May 2012 | May 2014 | February 2015