

NLD RFU Rugby Sevens
Tournament Rules for U13 – 19

1. The Tournament will be organised by NLD RFU whose decision in all matters will be final.
2. Boys eligible to play are those who have played for their relevant year group and are registered with NLD for their club during the current season or part thereof.
3. All matches shall be played under the International Rugby Board “Laws of the Game of Rugby Union” including Seven a Side variations and Under Nineteen variations.
4. A playing squad shall consist of a maximum of twelve (12) players, whose names shall be made available to the Tournament Organising Committee upon registration.
5. A match shall be played by no more than seven (7) players from each squad in the playing area. Rolling replacements may then be used from the squad of twelve (12) players.
6. Should a club enter more than one team then no player may move between squads throughout the day. This could result in disqualification from the competition.
7. All players’ dress must conform to the requirements of “Law 14 – Players Clothing” of the above Laws.
8. A player may be replaced or substituted on account of injury.
9. An injured player may be replaced on the advice of a medically trained person, or if such person is not available at the request of the referee. The injured player may, upon recovery, play in future rounds. In the event of the injury preventing the player from playing further, the Tournament Organising Committee must be informed so that a replacement to the squad can be recorded.
10. All team managers must ensure teams are at their allotted pitch for each game they are involved in on time. If teams are 5 minutes late they will forfeit the match, at the discretion of the allocated organiser.
11. The duration of play in all matches shall not exceed eight (8) ten (10) or fourteen (14) minutes depending on the age group. Before commencement of play the captain of each side shall toss a coin for the right to kick off or the choice of ends.
12. Play shall be divided into two (2) halves of four (4) five (5) six (6) or seven (7) minutes each way. At half time the teams shall change ends and there will be an interval not exceeding one (1) minute.
13. The duration of normal play in the semi-finals and finals shall be Fourteen (14) minutes. At half time the teams shall change ends and there will be an interval not exceeding two (2) minutes.

14. In the Pool games of the Tournament the score after ten or fourteen (10 or 14) minutes of playing time shall stand, there being no extra time. A win shall count three (3) points, a draw two (2) points. One (1) bonus point will be awarded where (a) a team scores 4 or more tries, and (b) where the losing team are within 7 points of the winner. In the course of a tie in the pool, the point's difference between points scored for and against shall be taken into account in the final pool placing.
15. In the semi-final and final, if the score after full-time is tied, extra time shall be played. The captain from each side will toss a coin for the right to kick off or the choice of ends - the first side to score wins.
16. All kick off's, restarts and conversion attempts must be dropped goals, not place kicks, and can be taken from behind the goal posts, in a line parallel to the touch lines and in line with the place of the try being given.
17. A period of not exceeding one (1) minute shall be allowed for the treatment of an injury to a player or for any other permitted delay. A longer period may be allowed, and the clock stopped] only if additional time is required for the removal of the injured player from the playing area. Playing time lost as a result of such permitted delay shall be made up in that half of the match in which the delay occurred.
18. In the event of a player being sent off [red card] in a match, such player may take no further part in the Tournament. However, a replacement from that squad may play in future rounds of the Tournament.
19. Each team shall supply a Size 4 / 5 Match ball and a Touch Judge for all games
20. In the event of a colour clash, the team lower in the draw is asked to change. If a change of strip is not available please contact the Tournament Organising Committee.
21. Neither NLD RFU nor the club / school at whose ground the match is played accepts any responsibility for vehicles, valuables, money, clothing etc left in any part of the club or grounds. Managers / Coaches in charge of teams are asked to make their own arrangements for the safe custody of such items.
22. It is the responsibility of the teams to ensure that all of their players have permission to have their photographs taken. If for any reason players are not be photographed it is the team managers responsibility to inform NLD RFU prior to the event.