

1. General Competition Information

1.1 Locations of Competition

The competition will be held at 7 venues over the 7 weeks (7 regular competition weeks, no finals)

ROUND	WOMEN'S 7s VENUES	MEN'S 7s VENUES
1 & 2 – Friday 5 February	Bernie Curran Oval- University	Bill Strong Oval – Nelson Bay
3 & 4 – Friday 12 February	Waratah Park No.2 – The Waratahs	Gibbs Bros - Merewether
5 & 6 – Friday 19 February	Marcellin Park - Maitland	Marcellin Park - Maitland
7 & 8 – Friday 26 February	Gibbs Bros - Merewether	Boyd Oval - Medowie
9 & 10 – Friday 5 March	No.2 Sportsground - Wanderers	Bill Strong Oval – Nelson Bay
11 & 12 – Friday 12 March	Bill Strong Oval – Nelson Bay	Walters Park – Lake Macquarie
13 & 14 – Friday 19 March	Boyd Oval - Medowie	Bernie Curran Oval - University

1.2 Age Groupings and Structure

For this competition, the following table will be used for the age groups.

Year of Birth	Open Women's
2004	With Approved Zone Dispensation
2003	If NOT turned 18 parental consent form REQUIRED
2003	If ALREADY turned 18 parental consent form NOT REQUIRED
2002 & prior	No Dispensation Required

More information on the Age Dispensation process is below.

- [Senior Rugby Dispensation Procedure](#)
- [Senior Rugby Assessing Coach Report](#)
- [Senior Rugby Dispensation Flowchart](#)
- [Senior Rugby Dispensation Consent Form](#)

Senior Dispensation forms need to be lodged with the NHRU Office 7 days prior to the fixture the player is seeking to participate in.

1.3 Competition Communication

The Competition will use Rugby Xplorer as the platform for communication of

- The draws
- Confirmation of the location for the coming week
- Competition results, points and places

1.4 Pre-Match Tasks

Each team manager is to submit a team for each fixture via Rugby Xplorer at least 12 hours prior to match day.

1.5 Team Sheets, Scoring and Scoresheets on Match Night

Team Managers are to use Match Day App to score all their games. All red, yellow & blue cards are to be recorded in the Match Day App. Any disputes please consult with the referee. Team Managers, in addition to Match Day App, can record team lists and scores using documents appendix A & appendix B.

1.6 Club/Team responsibilities on the night

Each team is to supply one (1) person for each of your teams fixtures to be linesperson.

Fail to provide a linesperson for any of your teams fixtures will result in a \$250 fine to your club.

1.7 Match Night/Post Match

Team Managers are to use the Rugby Xplorer Match Day App to input teams/scores/cards. These tasks are to be completed by 12pm Sunday following the fixture. There is the function for this App to be used live and this is preferred.

1.8 Medical

Each team is responsible for providing adequate medical/physio staff for their team.

1.9 Insurance and Registration

All players need to be registered with the club they intend to play for, for this competition, via Rugby Xplorer with a 7s Women or 7s Men registration type.

ALL PLAYERS MUST BE REGISTERED ON RUGBY XPLOER TO BE ABLE TO PLAY. UNREGISTERED PLAYERS WILL NOT TAKE THE FIELD, ANY CLUB FOUND TO HAVE PLAYED AN UNREGISTERED PLAYER WILL BE SANCTIONED.

2. Host Club Responsibilities

2.1 Host Club

Each Friday night will have a host club. The host club should have a club official at the ground for the event for the purpose of liaison and security.

The hosting Club should have an Officials desk set up on the sideline (halfway) for the host Club appointed time keeper.

2.2 Expectations

It is required that each host club ensure the following at each round –

- Ground(s) are marked and dressed
- Female change rooms available and marked
- Lighting is available for later fixtures (any non-lit fields will not be used after dark)

It would also be appreciated if the following could be available as well –

- Referee room
- Stretcher or spinal board
- A basic canteen is available for players and supporters

3. Contact List

Entity	Contact	Contact #	Email
Hunter Rugby Union Office			
Competition Manager	Nicole Joannou	0449 877 179	nicole@hunterrugby.com.au
Referees	TBC		

4. Competition Rules

4.1 The competition is organised under the auspices of NHRU and played in accordance with World Rugby By Laws, Regulations and Laws of the game of Rugby Union and standard set of variations appropriate to Seven a Side game (i.e. Refer to Seven a side). The NHRU By Laws are also considered where applicable and not conflicting.

4.2 The competition will be held over seven weeks, consisting of fourteen rounds (two rounds played each Friday night) with points, from those matches contributing to the overall competition table. There will be no Finals, just ladder positions as of last round.

4.3 Points for all round matches will be awarded as follows:

4 Points	Win
0 Points	Loss
2 Points	Draw
1 Bonus Point	Team losing by 7 points or less
1 Bonus Point	Team scoring 4 tries or more

4.4 Each squad will consist of a maximum of 16 players per teams.

4.5 All playing jerseys must be numbered. When players and substitutes are registered for each game, their names must correspond with the number of their jersey.

4.6 Unlimited rolling substitutions are allowed for this competition. Substitutions are required to be checked on the field by the assistant referees at appropriate stoppages.

4.7 Temporary replacement for a blood injury to a player is permitted. A player who has been replaced though injury may not resume playing in the same match but may play in subsequent matches provided appropriate medical clearance is provided. No replacement or substitution may be made except with the permission of a Referee, and only during a stoppage in play.

4.8 In round games, if a team is unable to field a full team of seven (7) players from its own squad of registered players, the team may approach other teams for up to an additional 2 players. **However, players are not allowed to play more than 5 games per day, and they are not to be current Zone representative players (7s or XV) or higher.**

4.9 If a team can only field 5 or less players the game is a forfeit. A friendly can be played, it is recommended that the scheduled teams share/mix players from their squads to play the friendly.

4.10 A timekeeper will be appointed by the hosting Club for all matches and will time all games. However, the referee's whistle will signal the end of the game. Each game will consist of two halves that will be of seven (7) minutes duration each, with not more than a two (2) minute interval between halves.

4.11 Team managers shall be responsible for getting their teams to the field of play prior to the scheduled kick-off time. A two (2) minute grace period for late arrivals will be permitted at the discretion of the Referee. If, after this time has elapsed, the opposition still has not reached the field of play, then the team on the field ready for play will receive a **"walkover"** score line for that round. (A Walkover will carry a 35-0 score line against the offending team).

4.12 If a player is injured during play, there shall be no time stoppage. Play will continue once the player has been assessed or removed from the field of play with the time continuing to run.

4.13 If a player is sent off (red carded) during a game, they cannot be replaced and will not be permitted to play again in that round. This player will not be permitted to take part in any more rugby matches until the matter has been resolved through NHRU Judiciary or an Early Guilty Plea (EGP).

4.14 If a player is temporarily suspended (yellow carded/sin binned) by the referee they must proceed immediately to the seat provided at the half way line in front of the official's desk. They must remain there for two (2) minutes of playing time. The two (2) minute period will not commence until the offending player has reached the sin-bin seat provided. The sin bin time will be managed by the official's desk where a timekeeper has been appointed. Only the referee may authorise a return to play after a "sin-bin" period at the next stoppage of play.

4.15 If a player receives two (2) temporary suspensions in the same match the player will subsequently receive a red card. The player is then to be suspended for one (1) match.

4.16 Any player who receives three (3) temporary suspensions (yellow cards) during the competition will be suspended for one (1) match to occur immediately at the conclusion of the match which the third temporary suspension was dealt. Any player who receives a second suspension will be suspended from playing for four (4) matches.

4.17 To save time, the home team will always receive the kick. Over the competition, each team will be given an equal amount of home and away adjudications. The referee will discuss with the away captain which way they would like to run prior to kick off.

4.18 Mercy Rule - If at half time a team is leading by a **"walkover"** score line (up by 35 or more), teams may discuss swapping players or dropping the leading team to 6 players. The half time score will stand for the purpose of the round score.

4.19 Players may not leave the field of play and team officials must not enter the playing area without obtaining the referee's or assistant referee's permission.

4.20 The competition managers reserve the right to alter the format of the tournament in the event of unusual weather or any other unexpected circumstances.

4.21 Any team found to be in breach of any of the above regulations will have a points sanction applied to their competition table of 2 points per breach at the discretion of the competition manager.

5. Laws of the Game – World Rugby Laws of the Game: Seven-A-Side Variations (amendments and deletions included)

World Rugby modified the Laws of the Game in 2018. The best way to read these laws is at their online portal –

<http://laws.worldrugby.org/?variation=2>



2021 SUMMER 7s

Appendix A

Summer Sevens

Team Sheet

Team	
Coach	
Coaches Mob #	
Manager	
Managers Mob #	

#	First Name	Surname	DOB	Rugby ID

Team Manager's Signature - _____

It is suggested these are filled out electronically prior to a round

