



Devon Rugby 7's

2011 Structure and Tournament Rules

General

1. The competition shall be played according to the International Rugby Board (IRB) Bye Laws, Regulations and Laws of the Game and standard set of variations appropriate to the seven-a-side game.
2. A. The Sixteen (16) Devon Title teams will be drawn into four (4) pools of four (4).

B. The Eight (8) Veteran's 10's teams will be drawn into two (2) pools of four (4).

C. The Four (4) Women's 7's teams will play a round robin format.

D. The Four (4) Social teams will play a round robin format.
3. All Team Managers will be given a copy of the full draw at the Briefing Meeting on Saturday morning at 10.30am sharp at the Control Post.
4. Play shall commence with the teams in each League playing against each other and points will be awarded
**2 points for a win,
1 point for a draw and
0 points for a loss.**
5. If at the end of the pool games two teams have an equal number of points under Rule 4. and the result of the match between them in the round was a draw, then progression in the Tournament will be decided by taking into account:
 - i) the margin of points scored for and against, the team with the highest positive margin of points being considered the leading team in the respective position. If the teams are still tied;
 - ii) the margin of tries scored for and against by each side, if the teams are still tied;
 - iii) the team that has scored the highest number of points, if the teams are still tied;
 - iv) the team that has scored the highest number of tries, if the teams are still tied;
 - v) after considering the above, the winner will be decided by the toss of a coin.

6. On completion of the league games there will be four knockout competitions: -
- i) The Jason Leonard Cup (Top 2 from each pool in the main competition will contest)
 - ii) The Jason Leonard Plate (3rd spot from the main competition)
 - iii) The Devon Wooden Spoon Cup (Veterans - Top two from each pool play off in knock out format)
 - iv) The SR22 Cup (Ladies - 4 from round robin social team play knockout against bottom 4 of main competition)

7. Knockout format

Jason Leonard Cup

QF 1: Winner Pool A v 2nd Pool B (Pitch 1)
 QF 2: Winner Pool B v 2nd Pool A (Pitch 2)
 QF 3: Winner Pool C v 2nd Pool D (Pitch 1)
 QF 4: Winner Pool D v 2nd Pool C (Pitch 2)

Semi 1: Winner QF 1 v Winner QF 2 (Pitch 1)
 Semi 2: Winner QF3 v Winner QF4 (Pitch 2)

Tournament Final
 Winner Semi 1 v Winner Semi 2 (Pitch 1)

Jason Leonard Plate

Semi 1: 3rd Pool A v 3rd Pool B (Pitch 1)
 Semi 2: 3rd Pool C v 3rd Pool D (Pitch 2)

Plate Final
 Winner Semi 1 v Winner Semi 2 (Pitch 1)

Devon Wooden Spoon Cup

(Veterans)

Semi 1: 1st Pool A v 2nd Pool B (Pitch 1)
 Semi 2: 1st Pool B v 2nd Pool A (Pitch 2)

Final
 Winner Semi 1 v Winner Semi 2 (Pitch 1)

SR22 Cup
 (Ladies)

QF 1: 4th Pool A v 4th Pool B (Pitch 1)

QF 2: 4th Pool C v 4th Pool D (Pitch 2)

QF 3: 1st Social v 4th Social (Pitch 1)

QF 4: 2nd Social v 3rd Social (Pitch 2)

Semi 1: Winner QF 1 v Winner QF 2 (Pitch 1)

Semi 2: Winner QF3 v Winner QF4 (Pitch 2)

Tournament Final

Winner Semi 1 v Winner Semi 2 (Pitch 1)

Teams, Players & Substitution

8. Squads are to consist of between 10 and 12 players with a maximum of 3 substitutions permitted in each game.
9. Temporary replacement for a blood injury to a player is permitted. A player who has been replaced through injury may not resume play in the same match except if temporarily replaced for a blood injury. No replacement or substitution may be made except with the permission of a Referee, and only during a stoppage in play.
10. In the event that, due to injuries, a team is unable to field a full complement of players from its own squad of twelve registered players, the team may approach another team playing in the same or lower knock-out competition for assistance in providing up to two substitute players, provided that such team has already been eliminated from the Tournament. A team may not seek assistance from another team, which is either still playing in any competition or which has been eliminated from a higher knock-out competition.

Time

11. The first games will commence on **Saturday 16th July at 11 am.**
12. Each game will last seven minutes each half, with not more than a one-minute interval between halves. The final of all Tournament Competitions will be ten minutes each half with not more than a two-minute interval between halves.
13. Team Managers shall be responsible for getting their teams to the field of play by the scheduled kick-off time. A one-minute grace period for late arrivals will be permitted at the discretion of the Organising Committee. If after this time has elapsed, the opposition has still not reached the field of play then, the team on the field ready for play will receive a walkover. Team Officials are asked to continually check the kick off time of their next game.
14. If a player is injured during play, the referee shall signal the Timekeeper to inform him that the game has been stopped. The clock will then be stopped until play is resumed. The Timekeeper will act only on being advised by the referee. This is to ensure that the appropriate full length of time shall be played in each half of all rounds.

15. In the **Knockout Tournaments**, in the event of a tie, before extra time starts, the referee organises a toss. The winner of the toss decides whether to kick-off or to choose an end. If the winner of the toss decides to choose an end, the opponents must kick-off and vice versa. Play will then continue for further periods of five minutes with the teams alternating ends until the first team scores. There will be no intervals between the additional periods and no team officials will be allowed on the field of play.

Technical and Disciplinary

16. If a player is **sent off** during a game, he cannot be replaced and the team must play with reduced numbers for the rest of the match and the squad for the rest of the tournament. The player's team Captain or Manager may make an appeal to the Disciplinary Committee after the match against suspension from the tournament.
17. If a player is sent to the **sin-bin** by the referee he must proceed immediately to a position behind both his own dead ball line and his own goal posts. He must remain stationary there for a period of two (2) minutes. The in-goal touch judge will be the sole monitor of the "sin-bin" time that will start when the player crosses the dead ball line. The in-goal touch judge will signal the referee when the "sin-bin" period has expired. Only the referee may authorise a return to play after a "sin-bin" period, and then at the next stoppage.
18. The Organising Committee may allow the use of a kicking tee if the conditions of the pitch are such that it is necessary for Place Kicks.
19. The rules of the tournament, including their interpretation, are the sole decision of the Organising Committee.
20. Only medically trained persons, other than the players, referee and tournament marshals may enter the playing area. Coaches may brief their teams at half time from the touchline but the interval will not be extended to allow such team talks to be completed.
21. Drinks may be taken by players, but must be dispensed at the touchline and not on the field of play.
22. Players may not leave the field of play and team officials must not enter the playing area without first obtaining the referee's permission.
23. The Organising Committee reserves the right to alter the format of The Tournament in the event of unusual weather conditions or any other unusual circumstances.