

GENERAL RULES OF INTER-SCHOOL RUGBY SEVENS COMPETITION

1. Unless otherwise stated, the rules of International Rugby Board – Seven-a-side laws variations shall be applied.

2. SYSTEM OF COMPETITION

- 2.1 A single round robin shall be adopted in the preliminary round competition
- 2.2 Teams will be allotted to compete in the knockout stage according to their standings in the preliminary round.
- 2.3 Regional Cap/ Plate/ Bowl/ Shield Final format will be played subject to the number of participating teams.
- 2.4 The 1st – 4th Standings in the Regional Preliminary Tournament will be qualified to compete in the All HK Inter-Secondary Schools Competition.
- 2.5 The best teams will be calculated by the system of Classification of Teams.

3. CLASSIFICATION OF TEAMS

- 3.1 4 points shall be awarded for a win, two point for a draw, one point for a loss, and minus one point for a forfeit/fail to take part (score as 28:0).
- 3.2 Preliminary Round
 - 3.2.1 No extra time in the preliminary round.
 - 3.2.2 In the event of tie in total points, the “for-against” points shall be awarded with higher ranking;
 - 3.2.3 Should the tie persists, the total number of tries shall be awarded with higher ranking;
 - 3.2.4 Should the tie persists, the winner of the match between the two teams shall be awarded with higher ranking;
 - 3.2.5 Should the tie persists, the winner will be determined by the toss of a coin.
- 3.3 Knockout Finals and Extra Time Period
 - 3.3.1 In the event of a draw, teams will be given a 1 minute break, the match shall continue with extra period of 5 minutes by using the Golden Goal Method, where the first team to score “points” will become the winner of the match;
 - 3.3.2 Should the tie persists after the extra period, the first team that scored during regular period will be declared the winner of the match;
 - 3.3.3 Should the tie persists, the winner will be determined by the toss of a coin.

4. TEAMS

- 4.1 Boys League – A Grade, B Grade and C Grade.
- 4.2 Girls League– AB combined Grade and C Grade.
- 4.3 Each team shall consist of 12 players with 7 players on the field, and 5 reserve players. There must be at least 5 players present before the start of a match.
- 4.4 Reserve players must wear the vest as provided at the reserve stand for identification.
- 4.5 No limitation on substitutions and only be made when the ball is dead and with the permission of the referee.

5. UNIFORM

- 5.1 All players must wear SAME STYLE and SAME COLOUR shirts bearing school name/abbreviation/badge, each player shall be numbered at the back of his/her shirts.
- 5.2 If a team fails to dress in uniformed shirts, all players must wear the playing shirts as provided by the organizer.
- 5.3 In case of clash of colour between competing teams, the team that requires change of shirts (provided by organizer) will be determined by the toss of a coin.

6. EQUIPMENT

- 6.1 All players must wear socks and sports shoes (sports shoes with metals spikes are forbidden).
- 6.2 The organizer/referee has the right to suspend one's participation if a player fails to wear a mouth guard.

7. TEAM MANAGER

School Staff or non-full-time staff member authorized by Head of School must accompany their team throughout the competition. Appointed non-full-time staff member must submit 'Team Manager (non-staff member) Registration Form' to the Federation Office 3 working days before assume duty.

8. REPORTING

- 8.1 All teams must report to the registration counter at least 1 hour before their first scheduled match time.
- 8.2 All players must produce their Registration Cards when reporting.
- 8.3 All players must complete and submit the player declaration form (parental agreement) before the competition, failed to provide will not be allowed to play.
- 8.4 Teams should be ready to play and submit their team sheet to the referee 15 minutes before competition, if a full team fails to commence at the scheduled time shall lead to a walkover.

9. AWARDS

The top 4 teams shall receive a trophy and 12 medals in Boys and Girls competitions.

Addition trophy will be awarded to the Champion in Cup/ Plate/ Bowl/ Shield Final by HKRFU.

10. DISCIPLINE

- 10.1 Yellow Card (Temporary Suspension) : When a player receives a yellow card during a match, he/she will be temporary suspended for a period of 2 minutes playing time, the period of 2 minutes start when he/she sits at the designated area(Sin-Bin). When the period of suspension finished, he/she will then allow to back at the next stoppage of game with the referee's permission. If a player receives 2 yellow cards during a match, he/she will be sent off from that match, he/she will not be allowed to return to that match.
- 10.2 Red Card (Sent Off) : When a player receives a red card during a match, he/she will be sent off and take no further part of that match and following matches on that match day.
- 10.3 Game Day Suspension : If a player accumulated 3 yellow cards or received 1 red card in one match day, he/she will be suspended from that match day. He/she will be allowed to play on the next match day.

10.4 Any players who violate the rules or any unsportsmanlike foul that interferes the competition, the organizer has the right to debarred such team from further participation and the results of the games already played will be cancelled.

11. PROTEST

The decision of the referees shall be final and no appeal will be accepted.