



















## AARON BOYCE MEMORIAL GREATER BIRMINGHAM 7'S

### RULES

	The laws of the RFU will be adhered to unless stated below.
	All Teams must report to the Clubhouse by 9:30am on the day of the Tournament. Squad Sheets (provided) must be given to the Tournament Organisers when the Teams register on the morning of the tournament.
	A Team Manager must be named on the Squad Sheet - that person will represent the Team during the Tournament and be available to the organisers as required.
	A team will consist of 7 players and 3 substitutes. All 3 substitutes may be used in any match. Once a player is substituted he may not return to the match.
	Unless the Tournament Director believes that there is sufficient reason - any team over 15 minutes late for the announced kick-off time will forfeit the match to the opposing team - who will be awarded a 10-0 win.
	The duration of each match will be 14 minutes with a 2 minute break for half-time. The semi-finals and finals of the Cup and the Plate competitions will be 20 minutes with a 3 minute break for half-time.
	Scrum will consist of three players - Front Row only.
	The ball is deemed to be in the scrum whilst in the control of either front row. The opposing scrum-half may not advance beyond the tunnel whilst the ball is in the scrum. To do so is an offside offence.
	Minimum of 2, maximum of 3 players per team to a lineout
	For Group games, 2 points will be awarded for a win, 1 point for a draw and none for a loss, In the event of equal Group points, positions will be decided by points difference (points actually scored less points conceded), followed by tries scored, followed by the winning team of the match between the tied teams.
	Any player sent off may not return to the pitch for the remainder of that match.
	In the event of any quarter-final, semi-final or final being level on scores at full-time, there will be a period of extra time of 2 minutes each way. If the scores are still level at the end of extra time the team having scored most tries will progress and in the event that the match is still tied a dropped goal competition will take place as detailed below
	In the event of a dropped goal competition taking place, each of the seven players to finish the period of extra time will take one kick each from in front of the posts on the 22m line. If the scores are still tied at the end of this the three substitutes will then take a kick each and if the scores are then still level the players will retake kicks in the same order as their first kicks on a sudden death basis.
	In the event of dispute the Tournament Director will be the final judge.
	The Cup and Plate Winners and Runners Up will receive a trophy.
	There will be an award for Best Player of the Cup Final.