

All Hong Kong Inter-School Rugby Sevens Competition 2016-2017

General Rules

Competition Date: 12th, 19th & 20th May 2017

Back Up Date: 26th & 27th May 2016

Venue: King's Park Sports Ground

1. HKRU Code of Conduct is suitable in this competition.
2. Unless otherwise stated, the Laws of the Game by World Rugby with the Seven-a-side and Under 19 laws variations shall be applied.
 - C Grade games will be played under Try Rugby Rules.

3. Teams

- Boys' League – A Grade, B Grade and C Grade.
- Girls' League – AB combined Grade and C Grade.
- 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.
- No limitation on substitutions and only be made when the ball is dead and with permission of the referee.

4. System of Competition

A single round robin shall be adopted in the preliminary round competition.

- Team will be allotted to compete in the Cup/Plate or Bowl/Shield knockout stage according to their standings in the preliminary round.
- The best team will be calculated by the system of Classification of Teams.

5. Game Time

- 7-minute halves with a 1-minute break.

6. Kick Offs :

- First named team in accordance with the schedule will kick off the match.

7. Classification of Teams :

- 4 points shall be awarded for a win, 2 points for a draw, 1 point for a loss, and -1 point for a forfeit/fail to take part (score as 28:0).
- Teams should be ready to play and fill out the team sheet before the start of each match, a walkover shall be awarded if a full team fails to commence at the scheduled time.
- No extra time in the preliminary round. In the event of a tie in total points, higher ranking shall be awarded to the team with a larger point difference in score;
- Should the tie persists, the "For" points shall be awarded with higher ranking;
- Should the tie persists, the winner of the match in which the two tied teams have played each other shall be awarded with a higher ranking;
- Should the tie persists, the winner will be determined by the toss of a coin.

8. Knockout Finals and Extra Time Period :

- In case of a draw in knockout stages, 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.
- If the tie persists after the extra period, the first team that scored during regular period will be declared the winner of the match.
- In the case of another draw, the winner will be determined by the toss of a coin.

9. Yellow card & Red card:

- **Yellow Card:** When a player has been cautioned and temporarily suspended for two minutes in a game the referee will show that player a yellow card.
- **Red Card:** When a player has been sent off in a game, the referee will show that player a red card. And that player will be suspended for the next game.
- **Suspension:** When a player has received 3 yellow cards in accumulation, he / she will be suspended for for the next game.

10. Uniform

- 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.
- If a team fails to dress in uniformed shirts, all players must wear the playing shirts as provided by the organizer
- 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 coin.

11. Equipment

- All safety or protective gear used by players must be IRB/World Rugby approved.
- The organizer/referee has the right to suspend one’s participation if a player fails to wear a mouth guard.

12. Team Manager

- School Staff or non-full-time staff member authorized by Head of School must accompany their team throughout the competition. Appointed no-full-time staff member must submit ‘Team Manager (non-staff member) Registration Form’ to the Federation Office 3 working days before assume duty.

13. Reporting

- All players must produce their 2016-2017 Student Registration Cards when reporting. No player shall be allowed to play if he/she fails to produce his/her valid registration card.
- Teams should be ready to play and submit their TEAM SHEET with 2016-2017 HKSSF Student Registration Card to Competition Organizer 20 minutes before the competition, if a full team fails to commence at the scheduled time shall lead to a walkover.

14. Awards

- The top 4 teams shall receive a trophy and 15 medals in Boys’ and Girls’ competitions. Addition trophy will be awarded to the Champion in Cup/ Plate/ Bowl/ Shield Final by the HKRFU.

15. Protest

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