

# BUCS RUGBY SEVENS REGULATIONS

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**RUS i** The BUCS Rugby Sevens Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, the World Rugby (WR) Regulations, and the WR Laws of the Game, subject to the WR Sevens variations. Further event specific requirements, rules, and regulations will be contained within the entry and pre-event information for each Championship.

**RUS ii** In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

**RUS iii** In the event that these regulations contradict the World Rugby (WR) Regulations or the WR Laws of the Game, subject to the WR Sevens variations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

**RUS 1 Championships** BUCS will host annually a Rugby Sevens Championships. The programme shall include the events listed in Appendix 1 ('BUCS Competition Offer and Associated BUCS Points'), subject to entry numbers. All competition specific event information will be available in the event entry information and pre-event information.

## **RUS 2 Competition rules**

### **RUS 2.1 Squad and team selection**

**RUS 2.1.1 Squad Size** Each squad will consist of a maximum of 13 players, which includes the seven playing on the pitch and six replacements. The minimum size of a squad shall be nine players.

**RUS 2.1.2** Following teams being entered on BUCS Play, players who wish to be eligible for selection for a team must apply to join, and be accepted into, the team's squad on BUCS Play by the deadline listed in the entry information.

**RUS 2.1.3** When registering at the event (or in advance), each team will be required to complete a team sheet listing their chosen players (maximum 13, minimum nine, as per RUS 2.1.1) for the Championships from those listed in the team's squad on BUCS Play. Individuals who are not in the team's squad on BUCS Play will not be eligible to compete.

**RUS 2.1.4** If an institution/Playing Entity has a team entered in the Championship and a team entered in the Trophy, the strongest Sevens team must be fielded in the Championship.

**RUS 2.1.5** Individuals are not permitted to be named on a team sheet, or play, in both the Championship and the Trophy in the same season.

**RUS 2.1.5.1 Medical Exemption** In a season where the Trophy competition precedes the Championship competition, teams may request an exemption to RUS 2.1.5 to be able to use players who were declared for their Trophy squad in the Championship if they are required to replace an injured player from their

Championship squad declaration. Teams that need to use players from their declared Trophy squad to replace injured players from their declared Championship squad must e-mail the BUCS Event Lead (as listed in the pre-event information) with the names of the players who need to be replaced and their replacements, along with an accompanying medical note for each case as proof of injury, prior to the deadline listed in the pre-event information.

**RUS 2.2 Replacements and substitutes** There is no limit on the number of substitutions which can be made in a match. Only players previously designated at registration time may be used as replacements. The new player entering the field of play can only join when the player leaving the field of play has crossed the touch line.

**RUS 2.3 Touch judge** All teams must provide their own competent touch judge.

**RUS 2.4 Clothing and equipment** All teams must wear matching rugby shirts (t-shirts and polo shirts are not allowed). No player will be allowed to play if they are not wearing the team shirt. All clothing and equipment must conform to World Rugby regulations.

**RUS 2.5 Clash of colours** Each team must provide two kits. If there is a clash of colours the first named team will change kit.

**RUS 2.6 Time keeping** Teams must report to the pitch that they are due to play on and be ready to play two minutes before the match starts. Failure to comply will result in the team conceding a walkover for this match. It is the responsibility of the team captain to be aware of the time and place of the matches in which their team is to participate.

## **RUS 2.7 Time**

**RUS 2.7.1** Law 5.1 is replaced by: All matches, including finals, will last 14 minutes (split into two halves, each of not more than seven minutes) plus time lost. In the event of a match being drawn at the end of normal time, extra-time will be played until a winner is determined. Play restarts after a 90 second break with periods of five minutes. After each period, the teams change ends without an interval.

**RUS 2.7.2** Law 5.2 is replaced by: Half-time consists of an interval of 90 seconds.

## **RUS 2.8 Scoring** Law 8.8 is replaced by:

**RUS 2.8.1** The conversion kick shall be taken in the field of play or behind the posts (at the discretion of the referee) on a line through the place where the try was awarded, parallel to the touchlines. **Sanction:** Kick is disallowed.

**RUS 2.8.2** After a try has been awarded a team has within 45 seconds to take the conversion kick and restart play. **Sanction:** Free-kick.

**RUS 2.8.3** If a try is awarded and there is more than 30 seconds to play a kick-off must be taken. The kick-off must be taken within 45 seconds of the try being awarded.

**RUS 2.8.4** If a try is awarded with less than 30 seconds to play but the scoring team either decline to take a conversion kick or take the conversion kick prior to time expiring a kick-off must be taken. The kick-off must be taken within 45 seconds of the try being awarded.

**RUS 2.9 Kick-off and restart kicks** Law 12.4 is replaced by: After a team has scored, the same team restarts with a drop kick on or behind the centre of the half-way line. The restart kick must be taken in compliance with RUS 2.8.2

**RUS 2.10 Scrums** Players must bind with the hooker's arms 'over' the props' shoulders and not under for quick release. This is in the interests of player safety.

**RUS 2.11 Field of play** Only players, the referee, touch judges and medically trained persons (in order to tend to an injured player) may enter the playing area. During the interval coaches and water-carriers may enter the playing area. Coaches and water-carriers must leave the playing area before the resumption of play and must not delay the punctual resumption of play.

**RUS 2.12 Referee's decision** The referee's decision will be final and no person, player or supporter can challenge the referee, touch judges or event organisers following the decision.

## **RUS 2.13 Discipline**

### **RUS 2.13.1 Disciplinary Powers**

**RUS 2.13.1.1** Any case involving an Ordering Off or Misconduct will be adjudicated on by the Tournament Director or the Judicial Officer who shall act as sole arbiter. All hearings will all be held on-site at a location to be advised by the Tournament Director or Judicial Officer.

**RUS 2.13.1.2** Players have the right to be represented by whomever they wish (their Team Manager, a Coach or otherwise) but even if represented, Players must attend the hearing in person and Players (or their Team) are responsible for their own costs.

**RUS 2.13.1.3** It is the sole responsibility of the Players to ensure that any witnesses they wish to call are present at the hearing in person (subject to the discretion of the Tournament Director or Judicial Officer. A Referee or assistant referee may be called to the hearing at the discretion of the Tournament Director or Judicial Officer provided that it is reasonable and necessary to do so.

**RUS 2.13.1.4** The Tournament Director or Judicial Officer may admit or consider any evidence they consider to be fair and appropriate to determine matters.

**RUS 2.13.1.5** Any matters not provided for in these regulations or World Rugby Regulation 17 shall in the first instance be referred to the Tournament Director or Judicial Officer who shall deal with such matters as they see fit.

### **RUS 2.13.2 Ordering Off Procedures**

**RUS 2.13.2.1** If a Player is Ordered Off as a result of receiving two yellow cards in a single Match they shall receive a one match ban (subject to review by the Tournament Director or Judicial Officer).

**RUS 2.13.2.2** If a Player is Ordered Off the playing enclosure, the Player's case shall, whenever practicable, be heard within two hours of the conclusion of that Match, or prior to them playing another match in the tournament (whichever is earlier). A Player cannot play another match in the tournament before their disciplinary matter has been dealt with (or without permission from the Tournament Director or Judicial Officer.

**RUS 2.13.2.3** In light of the specific time pressures in the tournament it is not necessary that notice be given in writing to the Player Ordered Off or subject to a Misconduct complaint. It shall be sufficient compliance with this

Instruction if the referee's report and where applicable, the assistant referee's report and any other relevant evidential material are handed to the Player and/or the Player's team manager.

**RUS 2.13.2.4** Summary of process when a Player is ordered off:

- a) The Player ordered off and their Team Manager (or any other representative) must immediately report to the Tournament Director or Judicial Officer (or the central administration office) where they will be provided with information on the charge and procedure to follow for the Disciplinary Hearing.
- b) The Disciplinary Hearing will take place as soon as practicable and within 2 hours of the conclusion of the match. The Player, Team Manager and witnesses will ordinarily attend the hearing.
- c) The Tournament Director or Judicial Officer shall consider the evidence and may apply any sanction they consider appropriate in the circumstances, including by reference to the World Rugby Sanctions for offences within the playing enclosure, subject to any mitigating and/or aggravating features.
- d) There is no right of appeal for any sanction imposed within the Tournament.

**RUS 2.13.2.5** The procedure in this section shall apply equally to any misconduct which occurs and which is not otherwise the subject of any Ordering Off save that any report of the misconduct may be made by any individual involved in the incident.

**RUS 2.13.2.6** If a Player receives three yellow cards across the tournament they shall receive a 1 match ban (subject to review by the Tournament Director or Judicial Officer).

**RUS 2.13.2.7** Participants should be aware that disciplinary sanctions imposed by the Tournament Director or Judicial Officer may be communicated to their Home Union following the tournament.

**RUS 2.13.3** Conduct

**RUS 2.13.3.1** Participants, associated team personnel and supporters are expected to behave in a manner that is in consonance with the laws of the game.

**RUS 2.13.3.2** All participants must respect the instructions of the Tournament Director or any other designated Tournament Staff, including respecting any boundaries, ropes or designated areas. Technical areas will be set up on all pitches and Players, Team Managers, Coaches and Medical Staff will be expected to remain in their designated Technical Area until required to perform their function within the Match.

**RUS 2.13.3.3** General conduct, including verbal comment, during the tournament is expected to be inoffensive and in the spirit of fair play. Failure to comply will result in disciplinary action being taken in accordance with the process outlined above.

**RUS 2.13.3.4** Abuse of match officials, including sideline officials and volunteer pitch marshalls, will not be tolerated. Failure to comply will result in disciplinary action being taken in accordance with the process outlined above.

**RUS 2.13.3.5** BUCS, the Rugby Football Union (RFU) and the Students' Rugby Football Union (SRFU) operate a Higher Education Rugby Union Disciplinary Group (HERUDG) through which a partnership approach to dealing with misconduct issues relating to English institutions can be taken, including the sharing of outcomes of any disciplinary action taken by either BUCS or the RFU. Further information regarding the HERUDG can be found [here](#).

**RUS 3 Playing regulations** Please note that the event appeal panel reserves the right to amend any of the below regulations before, or during, the competition. Their decision shall be final in all matters.

### **RUS 3.1 Group stage**

#### **RUS 3.1.1 League points**

**RUS 3.1.1.1** Three points will be awarded for a win and zero points for a loss.

**RUS 3.1.1.2** A bonus point will be awarded to a team on each occasion it loses a match by seven points or fewer.

**RUS 3.1.1.3** Where a walkover has been awarded/conceded, three points shall be given to the non-offending team and three points deducted from the offending team.

**RUS 3.1.2** If a team cannot fulfil a fixture, wilfully refuses to play, or wilfully abandons a match in progress without the prior consent of the referee, then subject to confirmation by the event appeal panel, they shall have three league points deducted and the opposition for that match will be awarded three league points and a 28-0 winning margin. Dependent on the situation, BUCS may take further disciplinary action.

**RUS 3.1.3** Where a match has been abandoned with the decision being made by the referee and/or event team, and cannot be continued on an alternative pitch, but the tournament is able to continue, then, subject to confirmation by the event appeal panel, the following procedure shall apply:

**RUS 3.1.3.1** Where a match has been abandoned either at half time or at any time in the second half the result shall stand if one team is winning. If the result would be a draw, then:

- Where both teams have scored, the team having scored first in the match shall be declared the winner.
- Where neither team has scored the event appeal panel shall determine the appropriate course of action.

**RUS 3.1.3.2** Where a match has been abandoned during the first half the highest seeded team shall be declared the winner.

**RUS 3.1.4 Calculating final league positions in group stages** Final league positions will be primarily based on league points accumulated. However, should there be any ties on points within a league, they shall be split by the following sequential system:

- The teams tied will be ranked based on the number of match wins (the higher the better). If a tie still exists;

- The teams tied will be ranked based on points difference (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the number of tries scored (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the number of points scored (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the number of conversions scored (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the number of red cards their players have received (the fewer the better). If a tie still exists;
- The teams tied will be ranked based on the number of yellow cards their players have received (the fewer the better). If a tie still exists;
- If a tie cannot be broken using the system above, then the final league positions of any teams still tied shall be determined by the toss of a coin in the case of two tied teams or by the drawing of lots in the case of three or more tied teams.

**RUS 3.1.5** If not all teams across groups with the same finishing position are able to progress to the knockout stage and there is the requirement to establish the best performing team(s) from these for the places available, they shall be ranked using the following sequential system

**RUS 3.1.5.1** Where the teams to be compared were all scheduled the same number of league fixtures, league points accumulated will be compared. However, should there be any ties on league points that need splitting, this shall be done as follows:

- The teams tied will be ranked based on the number of match wins (the higher the better). If a tie still exists;
- The teams tied will be ranked based on points difference (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the number of tries scored (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the number of points scored (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the number of conversions scored (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the number of red cards their players have received (the fewer the better). If a tie still exists;
- The teams tied will be ranked based on the number of yellow cards their players have received (the fewer the better). If a tie still exists;
- If a tie cannot be broken using the system above, then the rankings of any teams still tied shall be determined by the toss of a coin in the case of two tied teams or by the drawing of lots in the case of three or more tied teams.

**RUS 3.1.5.2** Where the teams to be compared were not all scheduled the same number of league fixtures, any ties shall be split as follows:

- The teams tied will be ranked based on average league points per game (the higher the better). If a tie still exists;
- The teams tied will be ranked based on average points difference per game (the higher the better). If a tie still exists;

- The teams tied will be ranked based on the average number of tries scored per game (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the average number of points scored per game (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the average number of conversions scored per game (the higher the better). If a tie still exists;
- The teams tied will be ranked based on the average number of **red** cards per game their players have received (the fewer the better). If a tie still exists;
- The teams tied will be ranked based on the average number of **yellow** cards per game their players have received (the fewer the better). If a tie still exists;
- If a tie cannot be broken using the system above, then the rankings of any teams still tied shall be determined by the toss of a coin in the case of two tied teams or by the drawing of lots in the case of three or more tied teams.

### **RUS 3.2 Knockout stage**

**RUS 3.2.1** If a team cannot fulfil a fixture, wilfully refuses to play, or wilfully abandons a match in progress without the prior consent of the referee, then subject to confirmation by the event appeal panel, the opposition for that match will be awarded a walkover win. Dependent on the situation, BUCS may take further disciplinary action.

**RUS 3.2.2** Where a match has been abandoned with the decision being made by the referee and/or event team, and cannot be continued on an alternative pitch, but the tournament is able to continue, then, subject to confirmation by the event appeal panel, the following procedure shall apply:

**RUS 3.2.2.1** Where a match has been abandoned either at half time or at any time in the second half the result shall stand if one team is winning. If the result would be a draw, then:

- Where both teams have scored, the team having scored first in the match shall be declared the winner.
- Where neither team has scored, the highest seeded team shall be declared the winner.

**RUS 3.2.2.2** Where a match has been abandoned during the first half the highest seeded team shall be declared the winner.

**RUS 4 Disputes at events** In line with REG 7.7, should a dispute occur at an event, the event appeal panel for Rugby Sevens shall comprise of the Tournament Director and at least one BUCS staff member.