

# 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, and the World Rugby (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) Laws of the Game, subject to the WR Sevens variations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

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

**RUS 2.3 Length of matches** All matches, including the finals, will be seven minutes each way, with a two minute break for half-time.

### **RUS 2.4 Squad and team selection**

**RUS 2.4.1 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 2.4.2** 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 2.4.3** 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 2.4.1) 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 2.4.4** 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 2.4.5** 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 2.4.5.1 Medical Exemption** In a season where the Trophy competition precedes the Championship competition, teams may request an exemption to RUS 2.4.5 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 2.5 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 2.6 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 2.7 Clash of colours** Each team must provide two kits. If there is a clash of colours the first named team will change kit.

**RUS 2.8 Try conversions** Conversions will be by drop kick, in line with the place of the score, within 40 seconds of the try being signalled. At the discretion of the referee, and where possible, the drop kick should be taken from behind the posts.

**RUS 2.9 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 2.10 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 2.11 Red/Yellow cards** When a player has been temporarily suspended (yellow card), the player's period of suspension will be for a period of two minutes. When a player has been permanently suspended (red card) the player may not play for the remainder of the competition period.

**RUS 2.12 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 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 matches**

**RUS 3.1.1** No extra time will be played in group matches. Points will be awarded on the following basis:

- Win: Four points
- Draw: Two points
- Loss: Zero points

**RUS 3.1.2** A team will receive a bonus point if they score four or more tries and/or they lose by less than seven points.

**RUS 3.1.3** If a team cannot fulfil their first fixture, and any subsequent fixtures, then the opposition for any such match will be awarded five points and a 20-0 winning margin, and the team will receive minus one point as a penalty. If the penalised team progresses to knockout stages, any BUCS Points they would have been eligible to have received will be halved. A fine of £100 per fixture missed will be charged.

**RUS 3.1.4** If a team cannot fulfil a group fixture and/or wilfully refuses to play, after the first fixture has been played, or wilfully abandons a match in progress, without the prior consent of the referee, then subject to confirmation by the event appeal panel, the team will be expelled from the competition. The opposition for that match will be awarded five points and a 20-0 winning margin.

**RUS 3.1.5** If a team has been expelled from the competition for whatever reason the team shall be deemed to have been awarded no group competition points and to have scored no tries or points in the group matches. Dependent on the situation, BUCS may take further disciplinary action.

**RUS 3.1.6** Where a group match has been abandoned with the decision being made by the referee and/or event team, either at half-time or at any time in the second half, the result and any points and tries scored by each team in the match shall stand.

**RUS 3.1.7** Where a group match has been abandoned with the decision being made by the referee and/or event team, during the first half, the result shall be declared a draw. In this instance where a match has been declared a draw each team will be awarded two match points and any points and tries scored will count towards the total points and tries scored by each team in all their group matches.

**RUS 3.1.8** If at the conclusion of the group stage two teams are equal on competition points for any position in the group, their position in the group competition table will be determined on the result of the match between the two equal teams. The team that won the match shall be deemed to have finished higher in the group competition table. If the match between the two teams equal on competition points at the end of the group stage was a draw, then the following process shall be used to determine the placings:

**RUS 3.1.8.1** The margin of points scored for and against a team in all group matches shall be considered. The team with the highest positive margin of points shall be ranked higher in the group competition table. If the tie remains unresolved;

**RUS 3.1.8.2** The margin of tries scored for and against a team in all group matches shall be considered. The team with the highest positive margin of tries shall be ranked higher in the group competition table. If the tie remains unresolved;

**RUS 3.1.8.3** The team that has scored the highest number of points in the group matches shall be ranked higher in the group competition table. If the tie still remains unresolved;

**RUS 3.1.8.4** The team that has scored the highest number of tries in the group matches shall be ranked higher in the group competition table. If the tie still remains unresolved;

**RUS 3.1.8.5** The tie will be resolved by the toss of a coin between the team captains concerned.

**RUS 3.1.9** If at the end of the group stage more than two teams are equal on competition points for any position in the group, the following process shall be used to determine the placings:

**RUS 3.1.9.1** The margin of points scored for and against a team in all group matches will be considered. The team with the highest positive margin of points shall be ranked highest in the group competition table. If the tie remains unresolved;

**RUS 3.1.9.2** The margin of tries scored for and against a team in all group matches will be considered. The team with the highest positive margin of tries shall be ranked higher in the group competition table. If the tie remains unresolved;

**RUS 3.1.9.3** The teams concerned shall be ranked by reference to the number of points scored in all group matches. The team with the highest number of points scored in the group matches shall be ranked higher in the group competition table. If the tie remains unresolved;

**RUS 3.1.9.4** The teams concerned shall be ranked by reference to the number of tries scored in all group matches. The team with the highest number of tries scored in the group matches shall be ranked higher in the group competition table. If the tie remains unresolved;

**RUS 3.1.9.5** The tie will be resolved by the toss of a coin between the team captains concerned.

**RUS 3.1.10** If there are uneven numbers of teams in groups and knockout progression needs to be determined by 'best performing' 2nd/3rd/4th/5th place team, progress will be determined by % of available points won. For example, if a team has won 10 points from an available 20, they have won 50% of the available points, if another team has won eight points from an available 15, they have won 53% of the available points and that team would progress. In a case of the percentage being equal then it will move to best points scored per game, followed by best points conceded per game and finally tries per game.

## **RUS 3.2 Knockout matches**

**RUS 3.2.1** During the knockout stages, in the event of a match being drawn at the end of normal time, extra-time will be played until a winner is determined. Extra-time will be in periods of five minutes. After each period the teams will change ends without interval. In extra-time the team which scores first will immediately be declared the winner without further play. The team that first kicked off will do so again in the first period of extra-time, and subsequent kick-offs will alternate between the two sides.

**RUS 3.2.2** Apart from the wilful abandonment of a match and subsequent expulsion in the event of a match having to be stopped after its commencement under the provisions of the Laws of the Game, 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 both teams are tied then the team having scored the most competition points shall be declared the winner. If this does not produce a winner then the event appeal panel shall determine a winner.

**RUS 3.2.2.1.1** However, if one of the teams participated in a group where a team was expelled, for whatever reason, then the matter will be referred to the event appeal panel which shall decide the most appropriate method for determining the winner of the tied knockout match.

**RUS 3.2.2.2** If a match has been abandoned during the first half the result shall be declared a draw. However, if one of the teams participated in a group where a team was expelled, for whatever reason, then the matter will be referred to the event appeal panel which shall decide the most appropriate method for determining the winner of the tied knockout match.

**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.