



# **Tasmanian Rugby Union**

## **7s Competition Rules**

**2021**

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# Definitions

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For the purposes of these Rules, the following definitions shall apply:

“Affiliated Union” means a body so named in, or admitted pursuant to, the Rugby Australia Constitution as being an affiliated union.

“Association” means an organisation that administers a group of clubs for the purposes of governance and regulatory requirements with respect to competitions, events, tournaments and rugby programs.

“Clearance” means the requirement for a currently registered player wishing to register at another Club on the same registration type during the season.

“Codes, Policies and Procedures” means the codes, policies and procedures of Rugby Australia

“Insurer” means the insurance provider of the Australian Rugby Insurance Plan.

“International Union” means a Rugby Union, Rugby Club, or other body based in a foreign nation and affiliated with the National Rugby Union of that nation.

“Competition” means any match played as part of either (i) a structured competition or series including a trial match, a friendly match, or representative match involving a Rugby Body; or (ii) a Sanctioned Event.

“Competition Manager” is the person deemed responsible by the Union for the day to day operational management of the competition.

“Event Organiser” means an organisation authorised to conduct Rugby Union programs, events, tournaments, and/or matches in Australia, pursuant to the Rugby Australia *Event Sanctioning Guidelines*,

“Judiciary” is the Sub Committee as appointed by the Union.

“Laws of the Game” mean the laws of Rugby as published by World Rugby, including any variations authorised by World Rugby or Rugby Australia.

“Management Committee” is the committee appointed by the Union to oversee the management of the competition.

“Member Union” means an Australian State or Territory union in membership of Rugby Australia.

“Participant” means a Player, match official, selector, coach, trainer, manager, team official, or an individual involved in the organisation, administration or promotion of Rugby including a director, officer or employee of a Rugby Body.

“Player” means a player of the game of Rugby.

“Registered” means a Player and/or non-playing Participant who has completed effective registration and paid all applicable fees and levies.

“Regulation(s)” means the World Rugby and Rugby Australia Regulations, as amended from time to time.

“Rugby” means rugby union football.

“Rugby Australia” or “Rugby AU” means Rugby Australia Ltd.

“Rugby Body” means Rugby Australia, any Member Union or Affiliated Union of Rugby Australia, or any Rugby Union, Club or other body in membership with or affiliated with Rugby Australia, a Member Union or an Affiliated Union.

“Rugby Club” or “Club” means any club affiliated with a Member Union or an affiliated Rugby Body, that is a participant of the competition.

“Rugby Xplorer” means Rugby Australia’s online registration and competition management system.

“Rules” means the National Model Competition Rules and the Competition Rules of the Specific Union.

“Sanctioned Event” means an event, tournament, and/or matches conducted by an authorised Event Organiser that have received formal approval.

“Specific Union” means the governing body of the competition.

“TRU” means Tasmanian Rugby Union, which is a Member Union of Rugby Australia.

“WR” means World Rugby.

# Preamble

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## 1 PREAMBLE

These Rules set out the minimum standards and procedures that apply to Competitions conducted under the jurisdiction of Rugby Australia and its Member Unions.

This Competition, as with all competitions played under the auspices of TRU are community competitions. All Participants in the Competition are to be made aware of the [WR Playing Charter](#); which includes the:

- (a) [Principles of the Game](#)
- (b) [Principles of the Laws](#)

All Participants are to be made aware that by virtue of the acceptance of a team into this competition the match organiser e.g. TRU and their respective Participants subject themselves and agree to be bound by the Rules of the Competition and all applicable Policies and Procedures.

Please note there is also a detailed set of TRU Competition Rules for the XVs competitions sanctioned by TRU, which contains specifics on Judicial matters (e.g. timing, location), expectations on match-day set-up etc. The TRU Competition Rules for the XVs game will apply in addition to these rules, and these rules are intended to make clear the specific 2021 Competition Rules for the 7s format of matches sanctioned by TRU. Any inconsistency between these Rules will be reviewed by the Management Committee for determination.

# Laws of the Game

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## 2 LAWS OF THE GAME

All games will be played in terms of the [WR Laws of the Game](#), including any of the following variations:

- 2.1 [Under 19 Variations](#)
  - (a) [Rugby AU Under 19 Variations](#)
- 2.2 [Rugby AU Kids Pathway U6 to U12](#)
- 2.3 [10-a-side Variations](#)
- 2.4 [7-a-side Variations](#)
- 2.5 [Rugby AU Touch 7s Laws](#)
- 2.6 [Rugby AU Veteran Rugby Laws](#)

# Governance of the Competition

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## 3 GOVERNANCE OF THE COMPETITION

All matches in the Competition shall be played in accordance with the [WR Regulations of the Game](#) and Rugby Australia Regulations, Codes and Policies etc. (see section 4 below).

In addition, Rugby AU publishes '[Game Management Guidelines](#)' annually that have been prepared to assist Unions in the administration and playing of the game in domestic competitions within Australia.

The TRU Management Committee will be responsible for the overall governance of the Competitions operating in Tasmania.

# Rugby AU Codes and Policies

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## 4 RUGBY AUSTRALIA CODES AND POLICIES

The effective governance and administration of rugby requires adherence to a wide range of codes and policies around safety & welfare, integrity, inclusion, member protection & child safety and privacy etc. Therefore, all matches shall be played in accordance with all [Rugby AU Codes, Policies and Procedures](#):

### 4.1 [Safety & Welfare](#)

Rugby must be as safe, inclusive and fair as possible. Rugby Australia has several policies and initiatives aimed at ensuring that rugby is safe to play and is enjoyable for all participants.

- (a) Concussion Management;
- (b) Serious Injuries;
- (c) Welfare Initiatives;
- (d) Player Dispensation;
- (e) Match Day Safety; and
- (f) First Aid medical.

### 4.2 [Child Safety](#)

Rugby Australia is committed to ensuring that rugby is a safe environment for children and young people.

- (a) Child Safe Framework and Guidelines;
- (b) Reporting;
- (c) Working with Children Checks.

### 4.3 [Integrity](#)

Rugby Australia's Codes, Policies and Procedures have been developed to provide a safe, fair and inclusive sporting environment for all rugby participants in Australia.

This includes the following:

- (a) *Australian Rugby Disciplinary Rules* - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
- (b) *Anti-Doping Code* - all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- (c) *Supplement Policy*;
- (d) *Code of Conduct* – provides a set of standards that everyone involved in rugby is required to comply with to ensure that the image and integrity of the sport is protected. The Code also outlines the procedures for reporting, complaint handling and investigations of any alleged breaches;
- (e) *Medical Policy* - provides information on the use of medications, medical procedures and measures to protect the health and welfare for semi-professional and professional players;
- (f) *Member Protection Policy* – ensures that all Participants feel included and safe in rugby; and
- (g) *Anti-Corruption and Betting Policy* – applies to all Participants and they need to be aware of its requirements.

### 4.3 **Additionally, the following documents are included as part of these Competition Rules:**

- (a) Inclusion Policy;
- (b) Safety and Participation Policy;
- (c) Registration Regulations;
- (d) Registration Terms and Conditions; and
- (e) Smart Rugby Policy.

### 4.4 **Any concerns that arise as a result of an alleged breach of any of the above provisions can be reported at [Reporting a Concern](#).**

# Competition Rules

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The National Standard Competition Rules, as they appear herein, have been edited (where required) to reflect their application in the Tasmanian (TRU) 7s Competitions.

## 5 NATIONAL STANDARD COMPETITION RULES

### 5.1 Registration and Match Day – Rugby Xplorer

- (a) It is a requirement of Rugby Australia that all Players, Non-Playing Members and Match Officials are registered via Rugby Australia's [Rugby Xplorer System](#);
- (b) It is a requirement of Rugby Australia that the Rugby Xplorer Competition Management System (CMS) is also used for all sub-Union Competition matches, both Senior and Junior.

### 5.2 Draw

The Competition will be conducted in accordance with a schedule of matches drawn up by the Management Committee prior to the start of the playing season and varied as necessary from time to time.

In the event of matches in the same round being played on different days e.g. rescheduled matches due to wet weather, the selection of players must be the same as if all matches in the same round were being played on the same day.

### 5.3 Match Team Lists, Scoring and Stats

- (a) It is the responsibility of both teams to ensure that:
  - (i) All players and team officials must be selected in their respective team list for the match;
  - (ii) All details of point scorers are to be recorded;
  - (iii) All players who have either been temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded;
  - (iv) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their OWN team. It is also permissible to have an independently appointed ground manager that does the scoring for both teams;
  - (v) The referee is to confirm the result of the match by confirming this on the Match Day App in the presence of both teams; and
  - (vi) All clubs must enter the team list, scoring and stats of all matches online via the Match Day App by no later than noon on the first working day following completion of the match.
  
- (b) Information entered must include:
  - (i) All players' details;
  - (ii) Team Officials' details;
  - (iii) Result of the match;
  - (iv) Point scorers;
  - (v) Tries;
  - (vi) Conversions;
  - (vii) Penalties;
  - (viii) Drop Goals;
  - (ix) Penalty tries;
  - (x) All players temporarily suspended (yellow card);
  - (xi) All players sent from the field of play (red card);
  - (xii) Players who have a suspected concussion (blue card).
  
- (c) Information entered may include:
  - (i) Player's movements for injury (blood or otherwise) or tactical reasons.

**PLEASE NOTE: Clubs failing to follow the procedures are liable to receive penalties in relation to Competition points.**

#### 5.4 Player Numbers and Replacements

When competing for Competition Points, the following will apply:

- (a) Unlimited rolling replacements will apply to all 7s matches.
- (b) Teams are permitted to travel with a squad of up to 14 players, but only a maximum of 12 players may participate in any specific match.
- (c) A team must have a minimum of five (5) *Primary Players* to compete for Competition Points. A *Primary Player* is a player whose primary registration and regular team is a given Club.
- (d) A team with 7 or less *Primary Players* may have *Fill-In* players (i.e. players registered to another Club) up to a maximum of **three (3) fill-in players** or **equal number of players as their opposition**, whichever is lesser.

#### 5.5 Match Day Manager

- (a) The team listed as the “host” in each round must provide a Match Day Manager for that round. The role of the Match Day Manager is to be a liaison/coordinator of the 7s matches on that day.
- (b) The “host” team is also to provide a medic available to all teams for that round

#### 5.6 Match Official Support (Assistant Referees)

- (a) TRU will appoint a Referee to matches. Where a referee cannot be appointed, a person with minimum Smart Rugby qualification may officiate a match.
- (b) In order to have matches run as smoothly as possible, each team must provide the assistant referees for the match following the one they just played.

#### 5.7 Competition Points

- (a) Where matches are awarded Competition points the following standard points shall be used:  
Points for a win – **three points.**  
Points for a draw – **two points.**  
Points for a loss – **one point.**  
Points for a bye (where applicable)- **zero points.**
- (b) TRU may determine that further points may be awarded or deducted for defined situations provided the circumstances under which those points will be allocated are advised to all Clubs.

#### 5.8 Ladder Positions (for Competitions with Premierships)

- (a) Positions in the ladder are determined on the ladder sorting options applicable for the Competition. In the event of two or more teams being equal on Competition points, for any position, the higher placed team will be determined by:
  - (i) Competition Points
  - (ii) Average Points Difference (in matches played between the teams on equal Competition Points)
  - (iii) Average Points “for” (in matches played between the teams on equal Match Points and Points Difference)
  - (iv) Average points difference in matches played against the next lowest team on the Competition Ladder following completion of minor rounds.
  - (v) Where (i) to (iv) above are all equal between two (or more) particular teams, then the relative positions of those teams will be determined by reference to the number of disciplinary offences committed by each Team during the Minor Rounds, with the team recording the least number of disciplinary offences being allotted the higher position
  - (vi) Where (i) to (v) above are all equal between two (or more) particular teams, then the relative positions of these two teams will be determined by the drawing of lots by RUSA with the first drawn team being allotted the higher position.

**NB** For the avoidance of doubt, where 2 (or more) teams end on the same competition points, the team finishing higher on the table after applying 5.8(a)(ii) – (vi) will be provided an additional Competition Point in Rugby Xplorer so the finishing positions in the public ladder are accurate.

## 5.9 Forfeits

- (a) **Three (3) Competition Points** (with a deemed score of twenty-eight (21) points to zero (0)) will be awarded to a Team whose opponent has forfeited a Match. Where both teams forfeit, no Competition Points will be awarded.
- (b) A Club that forfeits two Rounds in the same grade in the same season will be issued a *Show Cause Notice* to explain the reasons why its team should remain in that grade.
- (c) In the case of a club withdrawing a team from the Competition, match points (“for and against”) in all matches of such teams shall not be counted, and any Competition points shall be cancelled.
- (d) The Management Committee may impose further penalties on Clubs for withdrawing teams from the Competition.
- (e) There will be no refund of player registration fees from TRU or Rugby Australia in the case of forfeited matches.
- (f) There will be no refund of player registration fees from TRU or Rugby Australia for players of a team withdrawing from a Competition.

## 5.10 Extra Time

- (a) **Minor Rounds** – no extra time will be played during any of the minor round matches.
- (b) **Finals (excluding Grand Final)** – in the event of a draw in a Finals match (not the Grand Final), the team that finished higher in the minor rounds competition table will advance.
- (c) **Grand Final** – in the event of a draw in a Grand Final match for the Cup, Plate or Bowl, extra time will be played as follows:
  - (i) An extra period of 2 minutes each way will be played. Extra period to commence no later than 2 minutes after the end of ordinary time. Teams will switch ends at the commencement of each period.
  - (ii) If there is still no result after this period of extra time, the first team to score any points in a further period of extra time will be the winner.

## 5.11 Postponed / Abandoned Matches

- (a) If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the host club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The Management Committee, after consultation with the clubs involved, shall direct how the abandoned match(es) will be dealt with.
- (b) In the event of a match having to be abandoned for any reason beyond the control of the match officials, the following procedure shall apply:
  1. Where a match has been abandoned during the first half, the result may be declared as a draw and no points for or against will be awarded, or the match may be replayed at a time and venue as determined by the Competition Manager in his/her absolute discretion.
  2. Where a match has been abandoned during half time or during the second half, the result at the time of the abandonment will be the final result.
- (c) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee shall determine if any penalties will be imposed on the competing teams.

**NB** It should be noted that any such action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies or rules etc.

## 5.12 Finals Series

- (a) Following the Minor Rounds, teams will be split into 2 Pools for a Finals day
- (b) Pool A = Position 1; Position 4; Position 5
- (c) Pool B = Position 2; Position 3; Position 6
- (d) Pool A and Pool B will play round robin (2 matches each in their pool)
- (e) Cross Pool Finals will be played as follows
  - (i) Cup Final = First in Pool A v First in Pool B
  - (ii) Plate Final = Second in Pool A v Second in Pool B
  - (iii) Bowl Final = Third in Pool A v Third in Pool B

### 5.13 Playing Field

- (a) Clubs hosting matches played under these rules shall comply with the [RA Medical and First Aid Requirements](#)
- (b) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating to medical care are not in place. Reference should be made to the *Rugby Australia Medical and Safety Recommendations* for further information.
- (c) For all Competition matches the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game.
- (d) Goal Posts - All Goal posts within the playing enclosure must be padded.
- (e) Playing Enclosure
  1. Entry to the playing enclosure must be restricted by a fence, barricade or rope at a minimum of five metres, where practicable, from the playing area perimeter.
  2. Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows:
    - Medically Qualified Persons/Sports Trainer – maximum two per team
    - The Teams
    - Appointed match officials
    - Ground Marshalls
    - Water carriers – maximum two per team
    - A maximum of 4 ball persons

**NB** All personnel inside the playing enclosure are subject to the direction and potential sanctioning of the Match Officials.

- (f) Technical Zones - two technical zones should be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play.
  1. Personnel permitted in the technical zone.
    - Maximum of ten persons allowed in the technical zone. Each team is allowed a coach, team manager, medical person, two water runners and five reserve players.
  2. Roles of personnel in the technical zones.
    - The medical personnel may enter the field of play in accordance with the Laws of the Game at any time a player is injured.
    - Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
    - The water carriers are not permitted in the playing area during penalty kicks at goal.
    - The water carriers must always remain in the technical zone unless they enter the playing area to provide water or when ONE person enters to provide a kicking tee to the kicker for a penalty kick.
    - The water carriers must keep the water bottles and carriers with them, and not left in an untidy state within the technical zone.
    - Players may come to the touchline adjacent to the technical zone to receive water.
    - Water bottles must not be thrown on the field of play.

### 5.14 Restrictions for authorised persons

- (a) A sports trainer is a person from each team who is responsible for immediately attending to a player who appears to be injured, and who provides water to the players.
- (b) Authorised persons do not include a coach or team manager with the following exceptions:
  - Where the nominated coach or team manager is required to fulfil one of the listed roles in paragraph 5.13(e)2. No coaching or technical instruction can take place while fulfilling one of the listed roles.

### 5.15 Authorised Persons

It is intended that the Club nominate persons to become “Authorised Persons”.

- No one other than the Authorised Persons shall be permitted in the playing enclosure during a match.
- An Authorised Person (except Ball Persons) must satisfy the minimum accreditation requirements appropriate to their role.

- All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be checked on Rugby Xplorer.
- The host team shall appoint a ground marshal who shall ensure that this requirement is complied with and the ground marshal shall report any breach to the Match Committee.
- Authorised Persons must conduct themselves in accordance with the relevant Code of Conduct for and, as part of the accreditation process, they will be required to sign an acknowledgement that they will adhere to the expected standards of conduct.

#### **5.16 Schedule of Penalties**

- (a) A first breach of any of the Competition Rule may include any or all of the following:
1. Warning;
  2. Loss of Competition points;
  3. Issue of a *Show Cause Notice*;
  4. Monetary Fine; and
  5. Expulsion from the Competition.
- (b) A second or subsequent breach of the Competition Rules may include any or all the following:
1. Warning;
  2. Loss of Competition point(s);
  3. Issue of a *Show Cause Notice*;
  4. Monetary Fine; and
  5. Expulsion from the Competition

#### **5.17 Protests**

- (a) All protests must be made in writing and signed by either the club President or club Secretary;
- (b) Protests must be received by the Competition Manager by the close of business of the first business day after the alleged breach of the Competition Rules;
- (c) All protests must specify the particular Competition Rule that has been allegedly breached;
- (d) All witness statements must be tendered on a signed statutory declaration form;
- (e) The decision on the protests shall be determined by the Competition Manager and such decision will be notified to the parties by no later than close of business 3 business days after the alleged breach of the Competition Rules.
- (f) The Competition Manager shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the Management Committee the penalties that should be imposed. The Management Committee shall make the final determination in this regard.
- (g) If the club is not satisfied with this decision, it has the right to appeal to the Union Judicial Committee. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business 3 business days after the decision of the Management Committee is advised to the relevant club. The Judicial Committee shall be entitled to consider whether or not a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any other penalty as set on in the Rules. The Judicial Committee has the sole discretion as to how it will deal with any appeal.

#### **5.18 Extension of Time**

- (a) Notwithstanding any of the time limits stated in these Rules, the Competition Manager may in special circumstances exercise their sole discretion to allow reasonable extensions of time if considered to be in the interests of justice to do so.

#### **5.19 Disqualified, unqualified or suspended person/s**

- (a) It shall be the responsibility of each club to ensure that no disqualified, unqualified or suspended person(s) take part in any match.