



# bourne**m**outh 7s.

24 - 26 may 2019 (bank holiday weekend)

## bourne**m**outh 7s festival rugby tournament

### important changes

We have been working really hard behind the scenes to upgrade the rugby offering onsite keeping players, coaches and supporters up to date with how their team is getting on.

We are delighted to be releasing an app ahead of the festival which will feature all sporting fixtures so players can access this throughout the weekend, as well as early on the Friday ahead of the festival.

In addition to this, we have discarded the whiteboards and replaced this with an automated scoring system which will be in real time, allow you to view your fixtures, results and place in your group via a large screen. We will of course have some print outs as back ups as we appreciate this is a big change however we hope this adds some extra value to your overall experience.

### 7s rules & regulations

All Bournemouth 7s Rugby 7s games will be played according to the **World Rugby Laws and Regulations with 7-a-side variations** as framed by World Rugby, apart from specific **Bournemouth 7s Rules**:

- All games across 2-Day and 1-Day Cups are 7 minutes each way. Elite Cup Finals are 10 minutes each way
- If you are late for a game it will result in a loss
- 12 Players may be listed on the team sheet
- Each team must have no more than 7 players on the pitch at one time
- 5 Replacements can be nominated for each match and can all be used for their games
- Replacements can be made on a 'rolling' bases but not during penalties or kicks at goals
- Captain must go to **Rugby Control** before their first game and notify Rugby Control they are on-site.
- Captains **MUST** meet at their pitch 10 mins before each game to notify the referee
- Players are **NOT** permitted to play for more than one team
- Should a team incur a number of injuries, Captains can request to use players from a lower league team
- Both Captains should agree to the use of a player from a lower league and they both must confirm this with rugby control
- Failure to confirm the use of lower league players to Rugby Control, will result in the game being null and void

### 10s rules & regulations

All Bournemouth 7s Rugby 10s games will be played according to the **World Rugby Laws and Regulations with 10-a-side variations** as framed by World Rugby, apart from specific **Bournemouth 7s Rules**:

- Group Games and Final are 7 minutes each way
- Scoring Side will kick off
- 1st Place in both Group A and Group B will compete in the final
- 5 person scrums will be applicable
- 5 Replacements can be nominated for each match and can be used at any time



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### **scoring**

- 5 points for a try, 2 points for a drop goal conversion, 3 points for a drop goal, 3 points for a penalty which MUST be a drop goal
- Group position will be decided firstly by number of wins, followed by least number of losses
- In the case of a tie, group position will be determined by the best scoring points different
- If there is still a tie, group position will be determined by the most points scored
- If there is still a tie, group placing will be decided by the head to head result
- In the event that two teams still remain tied, position will be decided by 'the toss of a coin'

### **injuries**

- No extra time is allowed for injuries
- If an injured player needs to leave the pitch, an appeal to the referee to halt the game must come from a player
- Replacement players must take the vacant position immediately so that play is continuous
- In the event of a serious injury, common sense must prevail. DO NOT MOVE THE PLAYER, alert Rugby Control immediately and wait for an official first aider.
- If the end of the game is called before play can safely continue, the score will stand at the time of stoppage.
- Any player requiring first aid must leave the pitch and return only when the wound is dressed and after notifying the referee OR a replacement player may take to the pitch immediately so that play is continuous.

### **player insurance**

**Bournemouth 7s accepts no responsibility for any injury caused by participating at the Festival, it is your own responsibility to source injury insurance and ensure you are covered to participate in any Festival competition.**

**If you are playing from outside of England, you must send across a permission to tour form from your relevant governing body, should you be part of an accredited club.**