



RUGBY LEAGUE 7's (MEN)

Approved – 4 April 2005

These Championships are conducted under the rules of Australian Rugby League, with the following exceptions:

1. Team Size

- 1.1 Each team shall name a squad not exceeding twelve (12) players.
- 1.2 The minimum number of players that can be fielded without incurring a forfeit is seven (7).
- 1.3 The formation shall be three forwards, one half and three backs.
- 1.4 Substitution Benches: Only the players in the nominated squad, plus up to a maximum of three team officials, will be permitted to sit on the substitution bench. Players who have been suspended will not be permitted to sit on the substitution bench during the period of their suspension. Players sent from the field during the current match shall leave the enclosed playing area and will not be permitted to sit on the substitution bench for the remainder of that match.

2. Match Duration

- 2.1 Preliminary Matches: 2 x 7 minute halves (1 minute half time break)
Semi & Grand Final Matches: 2 x 7 minute halves (3 minute half time break)
- 2.2 In the event of any preliminary game ending in a draw, the result will stand. No extra time or any other method will be employed to resolve the draw.

3. Substitutions

- 3.1 Unlimited substitutions will be allowed at any time during the game up to the AUS maximum squad size (12), as long as the touch judge and referee are notified.

4. Championship Grading

- 4.1 Points for each match shall be awarded as follows:
 - Winning team – 3 points
 - Drawn match – 2 points per team
 - Losing team – 1 point
 - Forfeited team – 0 points
- 4.2 In the event of two or more teams having the same number of points at the conclusion of the preliminary matches, the higher placed team will be decided by applying the following criteria:
 - (a) The result of the game in which they played one another.
 - (b) In the event that two or more teams in a pool are equal on points, then their positions shall be determined by the team with the highest goal difference ie: (Total points for - Total points against)
 - (c) In the event of the points difference being equal, the team scoring the highest number of tries shall be placed above the other team(s). (Total number of tries).

(d) If the teams are still tied, then the team which has scored the most converted tries will be declared to have the higher position (Total number of converted tries).

(e) If the teams are still tied the winner will be determined by the toss of a coin. The team which travelled the most distance to the tournament will have the call.

5. Resolving Drawn Finals

5.1 In the event that scores are drawn at the end of normal time teams will change ends and play will be restarted by a scrum at the centre of the half way line. The team last in possession will have the feed and loose head. The team which scores first in extra time will be declared the winner.

6. Forfeits

6.1 A forfeit will be declared 10 minutes after the scheduled start of play time where either team is unable to commence play.

Should the commencement of a match be delayed (up to 10 minutes) due to no fault of either side (as determined by the Referee in consultation with the Competition Manager) the game shall be played in its full duration.

6.2 Forfeiture of playing commitments in final stage of competition (Bronze medal or ranking matches) will result in the team being relegated to the last place in the overall competition.

6.3 Forfeiture of playing commitments will incur the schedule fee penalty as outlined in the AUS Competition Forfeit Guideline.

6.4 Forfeit Score: The forfeit score recorded shall be fourteen (14) points to nil (0).

6.5 Should an opposition player who was "playing under protest" (ie. Had no accreditation prior to the match) prove to be "ineligible" inside the time frame stipulated by the event organisers, a forfeit will be recorded. The forfeit score or the actual completed match score will be awarded; whichever is higher.

7. Presentation

7.1 Presentations should be conducted at the conclusion of the competition.

7.2 At the completion of the Championship a pennant and a trophy (if existing) will be awarded to the university that wins the Men's Championship.

8. Competition Rules

8.1 The National Laws of the Game will apply, with the following exceptions:

A. Scrums will be formed by three (3) players only

B. All kicks for goal shall be taken by way of a drop kick

C. The restart of play after points have been scored will be as follows: The non scoring team will restart play by way of a Tap Kick.

D. After a try has been scored both teams and the referee will take up normal positions for the restart of play. One touch judge will remain behind the goal posts to adjudicate on the kick for goal. Play will be restarted immediately the touch judge has given his/her decision, which shall be final, and the kicker has returned to the onside position, which he must do without delay.

E. If a substitution is effected when a kick at goal is to be taken, ie. After a try has been scored or a penalty kick has been awarded, the substitute player is not allowed to take the kick.

F. Periods of temporary suspension (Sin Bin) will be for Five (5) minutes.

G. Any period of temporary suspension expires at the end of the game.

H. A player permanently dismissed from the field during the course of a Match.

9. Uniform Requirements

9.1 Players Uniform: Players must at all times wear the approved uniform of their respective university whilst on the field of play. The referees will be instructed to abide by the ARL regulations regarding these matters.

9.2 The university shall submit a description of its uniform to the organiser at the Sport Specific Team Managers Meeting or before if requested.

9.3 Minimum uniform requirements for AUS events must be met (where applicable for the specific sport):

- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery).
- Long or sharp fingernails are to be trimmed or taped.
- All participating competitors are to be correctly attired in appropriate, matching team uniforms. Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours.
- All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt.
- Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated.

9.4 Specific Sport Uniform Standards - The uniform requirements for each specific sport should be as per the national sporting organisation standard with the following minimum uniform requirements:

Rugby League 7's - Shorts, socks and jerseys.

- Jersey cannot be shoulder cut. Numbering on backs of jerseys is compulsory (number to remain the same for entire tournament).
- Mouth guard is compulsory, headgear is at the player's discretion.

10. Team Duties

10.1 Team duties are an imperative part of the University Games and the development of sport event management skills across the University Sporting structure. The roster and role description will be provided to each Sports Specific Team Manager at the Sports Specific Team Managers Meeting if duties are required. **Teams that do not fulfil team duties will be fined as per the AUS Competition Forfeit Guideline.**

10.2 The specific requirement for **Rugby League 7's** at AUS events is:

- 1 person from each team competing in the current match per team will be required as a lines person.

Previous rule amendments

12 March 2003