

Middlesex All Club Sevens- Competition Rules



MIDDLESEX ALL CLUB 7s: PLAYING RULES & REGULATIONS 2023

1. The Middlesex All Clubs 7s will be conducted entirely under the control of the Middlesex Rugby (Middlesex County Rugby Football Union Limited). The decisions of that Committee or of the relevant appointed Middlesex 7s Sub-Committee/Competition Management thereof in all matters shall be final.
2. Games will be played under Rugby Union Laws and in accordance with World Rugby Sevens Laws. The duration of play shall be seven minutes each way for all ties except the Cup Final, which will be ten minutes each way, with an interval of one minute (two minutes in the Cup Final) at halftime.
- 3a. The Open competition will be played in pool systems with a maximum four teams per pool. The winner of each pool will proceed to the finals of the Cup. The runner-up of each pool will proceed to the finals of the Plate. The third placed team of each pool will proceed to the finals of the Bowl. Please see paragraphs 4a-4d scoring to determine winners for pool and knock out rounds.
- 3b. The Social competition will be played in pool systems with a maximum four teams per pool. The winner of each pool will proceed to the finals of the Cup. The runner-up of each pool will proceed to the finals of the Plate. The third placed team of each pool will proceed to the finals of the Bowl. Please see Paragraphs 4a-4d scoring to determine winners for pool and knock out rounds.
- 3c. If any competition must be run as a single league, the winner will be determined with a final between the 1st and 2nd placed clubs in the league. At the discretion of the Competition Management, 3rd and 4th placed clubs may play off for a second-tier final. Competition Management reserves the right to vary the pool size at its discretion. League points will be awarded as per Paragraphs 4a-4d.
- 4a. To determine the winners and runners-up of each pool, teams will be awarded: four points for a win, two points for a draw, one Bonus point will be awarded to either side scoring four tries or more, one bonus point for a losing margin of seven points or fewer.
- 4b. If two teams are level on points at the end of the pool stage the winner will be the team (or teams) with the most wins. If unresolved the team (or teams) with the highest points difference. If unresolved, the team (or teams) with the most tries scored. If unresolved the winner of the match between the two tied teams. Finally, the toss of a coin will determine the winner.
- 4c. In the Finals, if the score is drawn the teams will change ends and after one minute interval, will play two halves of five minutes. The first team to score points will be the winner.

5. Clubs that enter the Open Competition are expected to only field players who are regular playing members of that club and shall not introduce players (“ringers”) especially for the competition. Clubs are expected to uphold the values of integrity and honesty when selecting their sides for the competition. For the guidance of clubs and the purposes of these rules and regulations “a regular playing member” is one who is registered to that club, effective at the date of the competition for the club seeking to include him in the squad for the purpose of the competition. Competition Management shall have power to grant dispensation in respect of any player who in the unfettered opinion of Competition Management has for good reason not been able to fulfil those conditions. Players registered to play in the Open competition on the day are not permitted to play in the Social competition.

6. Each side shall start with seven players, three of which must be capable of forming a scrum.

7a. A maximum of twelve players may be nominated prior to the first game and seven of those players shall comprise the team. A team may replace a player for the purposes of injury or substitution, but no team may make more than five replacements in any one match. A player who has been replaced may return to the field within the same match if that team makes no more than five replacements.

7b. In the Social competition, a team may borrow other players from another team to maintain a competitive playing squad at the discretion of Competition Management. Teams are however expected to uphold the integrity of the competition and give their own players as much game time as is reasonably expected in a Sevens competition. However:

- i) It is expected each match that all the clubs’ own players (whom fit and able to play) play at least half the match.
- ii) Should a team get to the finals, in addition to 7)b)i) teams will start and field as many of their own their players as available. Substitutions for borrowed players should only occur as would in the natural course of Sevens.
- iii) Players registered to play in the Open competition are not permitted to play in the Social competition on the same day. Social players may play in the Open competition with the agreement of Competition Management if injury to Open registered players dictates.
- iv) Competition Management will have the power to decree if rules are perceived to have been exploited to give a team an unfair advantage. Competition Management decisions will be final.

8. Discipline: A player will serve two minutes in the sin bin for a yellow card offence, a second yellow card and the player will leave the pitch for the rest of that game ONLY.

Any player who receives a straight red card is not permitted to take any further part in the competition. The referee (and touch judge if appropriate) will submit a verbal report to the Middlesex 7s Festival Disciplinary Panel (comprising of three persons) which will be dealt with accordingly after the tournament.

If however two yellow cards are issued in the same match to the same player for serious foul/dangerous play or similar offences then upon receipt for the verbal report from the match referee these offences will be treated by Competition Management as a straight red card for the day, and the player will take no further part in the competition.

9. All teams must be complete and ready to take the field five minutes before the kick-off in each game.

10. Members of participating clubs will be always responsible for their own players' valuables.

11. Referees will be appointed for all games, but teams must provide touch-judges in all qualifying round games; the touch-judge may not be a nominated player of the team. Referees and touch-judges will be appointed for the Finals.

12. In the event of a colour clash of kit and in the absence of agreement between the participating clubs, the team named first in the programmed game (the "home" side) will be required to change their kit. Competition Management shall deliberate in the event of any ongoing issue.

13. A team failing to register at the tournament may not be invited to attend any future Middlesex All Club 7s competitions. All teams must report to the Control Desk at least 30 minutes before the kick-off time of the first game. All players must provide the information required for the completion of the team registration form that must be submitted to Competition Management on arrival.

<>Middlesex All Club Sevens 2023 Draw

We're still finalising the draw, but details will follow shortly 😊

The prizes for each competition will remain a small surprise for the day!