



G M A A

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RULES GOVERNING GMAA RUGBY 7'S TOURNAMENTS

***** WE MUST GET STARTED ON TIME!!!**

CONCORDIA UNIVERSITY (Sherbrooke St West) & Ed Meagher Field

1. All coaches must report to the tournament organizer immediately upon arrival.
2. All teams must be ready to play immediately following the completion of the previous game.
3. Any team more than 5 minutes late for a game will forfeit that game.
4. Playing Time: Two halves of 7 minutes running time with a 1-minute halftime
Overtime: - 3 ½ minutes (golden point), followed by Penalty Kicks if necessary.
1 kicker per team (order of distances: 15 m., 22 m., 25 m., 22m., 15 m.)
5. In case of identical team colors, a set of different colored shirts must be provided by the **home team** for that game.
6. All players must remain on the team for which they are registered.
A school entering two teams at a given level **may not** move a player from one team to the other.
7. PLAYER REGISTRATION on S1 & ACCEPTANCE OF RISK FORMS are due prior to the tournament.
8. Bantam Weight limit: The weight limit for the bantam category is 152 lbs.
9. **Number of players / Substitutions:** Teams may dress a **maximum of 12 players** per game. **Maximum of 5 substitutions per match.** Substitutions can be made at any time during the game at a stoppage in play, other than a penalty, or free kick. The permission of the referee must be given before the substitutions are made.
10. A player who has been ejected during the tournament will **NOT** be permitted to play again in the tournament.

11. Playing Rules

1. All converts, kicks for goal and re-starts will be drop kicks.
 2. The team which has been scored upon will receive the ensuing kick.
12. Ties in standing will be broken based on the following:
1. Head-to-head
 2. Least points allowed in the tournament
 3. Most points scored in the tournament
 4. Most tries scored in the tournament
 5. Penalty kicks if necessary
- 12.1 **When uprights are not available.** Ties in standing will be broken based on the following:
1. Head-to-head
 2. Least tries allowed in the tournament
 3. Most tries scored in the tournament
 4. Penalty kicks if necessary