



RULES GOVERNING GMAA RUGBY 7'S TOURNAMENTS

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

CONCORDIA UNIVERSITY (Sherbrooke St West) & Ed Meagher Field

1. All coaches report to the tournament organizer immediately upon arrival.
2. The second-named team on the draw sheet is the **HOME TEAM**.
3. All teams must be ready to play immediately upon the completion of the previous game.
4. Any team more than 5 minutes late for a game will forfeit that game, (providing that there has been no delay in a previous game.)
5. All games, (including finals) - two halves of 7 minutes running time with a 1 minute rest at the half. Overtime in the case of a tie: - 3 ½ minutes of sudden death play, followed if necessary, by Penalty Kicks (sudden death), 1 kicker per team (order of distances: 15 m., 22 m., 25 m., 22m., 15 m.)
6. In case of identical team colors, a set of different colored shirts must be provided by the **Home team** for that game.
7. Each team should have a first aid kit. **Qualified athletic therapists will be on duty throughout the day.**
8. 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.
9. **PLAYER REGISTRATION & ACCEPTANCE OF RISK FORMS:** All participating schools must submit to the GMAA, a completed registration form for each team entered, preferably 24 hours before the tournament. The acceptance of risk forms for each player must be handed in **before the teams 1st game.**
10. **Bantam Boys Weight limit:** As per the GMAA handbook, the weight limit for the bantam category is **152 lbs. on the day of the tournament.** All players will be weighed before the team's 1st game.
11. **Number of players:** Teams may dress a **maximum of 12 players** per game.
12. **Substitutions:** As per World Rugby laws. **Maximum of 5 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.
13. A player who has been ejected during the tournament will **NOT** be permitted to play again in the tournament.
14. **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.
 3. The team kicking the convert will place a player in the end zone to retrieve the ball as quickly as possible after the kick.
15. 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
- 15.1 **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