



**HELL GATE
SEVENS**

2017 TOURNAMENT RULES

Declaration of Squad

The team manager shall be required to submit a squad (max 12 players) for the tournament. The squad including CIPP numbers shall be submitted prior to the start of the tournament.

Duration of All Matches

The duration of Matches will be seven minutes each half with a two-minute half time interval (5.1).

Laws

The Standard Set of Variations for the Seven-a-Side Game, which include new law variations introduced by World Rugby in 2017 and adopted by USA Rugby (see end of document for a brief summary).

Substitutions

SEVENS LAW VARIATIONS

3.4 Players nominated as substitutes

- A team may nominate up to five replacements/substitutes.
- A team may substitute or replace up to five players.
- A team may substitute the same player more than once as long as no more than 5 substitutions are made in total. See 3.13 for exception

3.13 Substituted players rejoining the match

If a player is substituted, that player may return to play in that match under the following circumstances:

- Up to 5 tactical substitutions per game
- In addition to which players may return to play when replacing:
 - a player with a blood injury in accordance with Law 3.11

Pool Standings

Play on the first day of the tournament will consist of matches between teams in the same pool on a round robin basis. No extra time will be played in pool matches. Points will be awarded for these matches on the following basis

Win = 3 points
Draw = 2 points
Loss = 1 points
No show = 0 points

Forfeiting

If a Team willfully refuses to play, or willfully abandons a Match in progress, without the prior consent of the Match Referee, then, subject to confirmation by the Disputes Committees, that Team will be expelled from the Tournament.

If a Team has been expelled from the Tournament, for whatever reason, then that Team shall be deemed to have been awarded no pool competition table points and to have scored no tries or points

in the pool Matches.

For the purposes of determining standings in the pool competition table, all Match results against such Team shall be deemed null and void. This means that all pool competition table points awarded in Matches against the expelled Team and tries and points scored or conceded in Matches against such Team will not be taken into account in determining standings in the pool competition table.

Forfeiting in the 2017 Hell Gate Sevens Tournament can lead to being waitlisted in future tournaments.

Tie Breakers

Championship ties are resolved as specified in the 'Standard Set of Variations Appropriate for the Seven-a-Side Game' in the current Law Book.

Pool advancement is determined by:

- A. Record in pool
- B. Head-to-head competition
- C. Point differential
- D. Tries scored
- E. Converted tries scored
- F. Coin toss

Overtime

During the Knock-out Competitions, in the event of a Match being drawn at the end of normal time, extra time will be played until a winner is determined. Extra time will be in periods of five minutes. After each period the Teams will change ends without interval. In extra time the Team which scores first will immediately be declared the winner without further play.

The Team that first kicked off will do so again in the first period of extra time, and subsequent kick-offs will alternate between the two sides.

Toss

The toss to decide who will kick off and choose ends will take place at half-time in the preceding match. The toss shall be conducted by the match referee with the captain of each team in attendance.

Additional Clarifications

If a penalty is kicked into touch after time has elapsed without touching another player, the referee allows the throw in to be taken and play continues until the next time the ball becomes dead (5.7)

If a player jumps and knocks the ball back into the playing area before landing in touch or touch-in-goal, play continues regardless of whether the ball reaches [crosses] the plane of touch (19)

If the ball carrier reaches [crosses] the plane of touch but returns the ball to the playing area without first landing in touch, play continues (19)

If the ball has not passed the plane of touch when it is caught or picked up [by a player standing in touch], then the catcher is deemed to have taken the ball into touch, regardless of whether the ball was in motion or stationary [no more catching the ball in the field of play, with a foot out to touch, and getting the throw in] (19)