

League	Format
Gold League – 8 Teams	2 x Pools of 4 Teams. 3 Pool Games Per Team. Cup & Bowl QF. Cup, Plate, Bowl & Shield SF. Cup, Plate, Bowl & Shield Finals.
Silver League – 16 Teams	4 x Pools of 4 Teams. 3 Pool Games Per Team. Cup & Bowl Quarter Finals. Cup, Plate, Bowl & Shield Semi-Finals. Cup, Plate, Bowl & Shield Finals
Bronze League – 16 Teams	4 x Pools of 4 Teams. 3 Pool Games Per Team. Cup & Bowl Quarter Finals. Cup, Plate, Bowl & Shield Semi-Finals. Cup, Plate, Bowl & Shield Finals
Social League – 16 Teams	4 x Pools of 4 Teams. 3 Pool Games Per Team. Cup & Bowl Quarter Finals. Cup, Plate, Bowl & Shield Semi-Finals. Cup, Plate, Bowl & Shield Finals

1. Rugby Rules

a. On-Field Rules

- (i) All games will be played in accordance to World Rugby 7s rules.

b. Tournament Rules

- (i) Each team consist of **13 players** for the entire tournament. Players not available, or injured during the tournament cannot be replaced. Please submit your team sheet (attached to this document) to the registration desk upon arrival. Failure to hand in your team sheet will result in zero log points whether you win or not.
- (ii) Rolling Subs on all stoppages except during penalties. No rolling allowed while the game is in action.
- (iii) Rolling subs to enter the field of play from the middle line.
- (iv) All games (including the finals) consist of two halves, 7 minutes per half with a 1 minute break.
- (v) The team listed first in the fixtures kicks-off. There is no coin toss before the game.
- (vi) Yellow Card – 2 Minutes in the Sin Bin. Players to stand behind the posts of the opposing team. 2 Minutes start once the player is behind the posts.
- (vii) Red Card – Immediately suspended. Player is not allowed to partake further until he appeared in front of the disciplinary panel.
- (viii) A hearing will take place immediately after the game at the referee admin table, consisting of the referee, the player/s, two team managers and the disciplinary panel.
- (ix) **ONLY PLAYERS TURNING 19 IN THIS YEAR AND OLDER IS ALLOWED TO PLAY. NO SCHOOLBOYS OR BOYS UNDER THE**

AGE OF 18 IS ALLOWED. IF ANY TEAM IS FOUND TO USE A PLAYER THAT IS OF NOT LEGAL AGE AND ACCORDING TO BOKSMART RULES WILL LOSE ALL THEIR LOG POINTS.

- (x) If a team allow a suspended player to play they will forfeit their log points.
- (xi) If a team doesn't pitch in time for a game they will forfeit the match points. The referee will wait 1 minute after the opposing team is on the field and ready for kick-off.
- (xii) Log points are calculated as follow: Win=4, Loss=0, Draw=2. Teams on equal log points will then be ranked to Points Difference.
- (xiii) There is no bonus points.
- (xiv) In the play-offs (eg. Quarter finals & Semi finals) there is no extra time. The team that scored the first points in the game win. If no points has been scored (draw 0-0 after time) they will play sudden death. The first team to score any points wins the game.
- (xv) In the final, after normal time and the score is a draw, the game goes into sudden death, and the team to score the first points wins the game.
- (xvi) The rules and format of the tournament - including the interpretation and any additional rules - are at the sole discretion of the tournament organisers, whose decision shall be final.

All Fixtures, Logs and Results

www.klerksdorp7s.co.za

Rugby 7s Team Sheet

Please fill in and hand in at the registration desk on day 1. Failure to do so will result in zero log points for each game.

Indemnity

I, the undersigned player, indemnify the organisers, sponsors, managers and event promoters of any loss, accident or death that may occur. I understand that my participation at the Klerksdorp Sevens Festival is at my own risk.

Team Name: _____

Team Manager: _____

Team Manager Cell No.: _____

	Name & Surname	ID Number	Signature
Team Manager			
Team Manager			
Player 1			
Player 2			
Player 3			
Player 4			
Player 5			
Player 6			
Player 7			
Player 8			
Player 9			
Player 10			
Player 11			
Player 12			
Player 13			