



KENT COUNTY RUGBY FOOTBALL UNION

KENT YOUTH SEVENS

COMPETITION RULES 2022

The following constitute the competition rules:

1. Entries

1.1 Applications to enter the competition must be made via the online form available from the Kent Rugby Website and not later than the date specified.

1.2 The entry fee determined by the Youth Committee must be paid to the County upon receipt of invoice. Teams will not be allowed to compete without payment. In the event of teams being barred from the competition the Entry Fee still becomes due and will be held against the club(s) concerned account.

1.3 The applicant shall state the name, address, telephone number and email of the persons to be responsible for future communications for each age group. **This information will be circulated to the other clubs participating and to the venue organiser.**

1.4 Entries received after the specified date will not be considered

1.5 The maximum number of squads that may be entered in each age group is two, subject in each case to the decision of the Competition Manager, who will have regard to (a) the date on which the application was received and (b) the total number of entries in the age group.

2. Age groups

2.1 The Competition is for the following age groups:
under 13s, 14s, 15s, 16s, 17s and 18s (combined as Colts)

2.2 All players must play within their age grade, in accordance with RFU Regulation 15 which states:

“15.2.1 A player’s age grade is determined by their age at midnight on 31st August at the beginning of each Season and that age grade applies for the whole Season. At England U17 and U18 **elite** level **only** the player’s age grade is determined by their age at midnight on 31st December of that Season.”

- a. Any team wishing to play a player outside their age grade must seek approval in advance of the competition from the County Youth Sevens Competition Manager and will be required to demonstrate that RFU best practice guidelines have been followed.
- b. All players must be genuine members of the club they represent and shall have played for that club previously in the same season.

3. Squad Size

- a. The maximum number of players in each squad shall not exceed 12.
- b. Squad lists with dates of birth and RFU registration numbers are to be submitted to the venue organiser **before** play commences and may be subject to checks in the event of dispute.
- c. Clubs entering two squads may **not** alternate players between the squads.

4. Team Size and Substitutes

- a. A maximum of seven players per team is allowed in the playing area during play.
- b. Substitutes are allowed on a rolling basis but must only be drawn from the previously declared squad.
- c. Players who have been substituted may replace an injured player.
- d. Substitutes/replacements must be made with the referee's permission and only when there is a stoppage, or the ball is out of play.
- e. Team managers must ensure that replacements are immediately available during each game.
- f. A player replaced through injury may play in subsequent games subject to approval of the referee.
- g. A player who is 'sent off' (red card) is not allowed to play again in the tournament and for that game no substitute is allowed so that the team plays with fewer than seven players for the rest of that game.
- h. The team is allowed to start with seven players for the next game.
- i. The use of a temporary suspension (sin bin) for two minutes will be enforced.

5. Conversions

- a. Conversions must be taken within 30 seconds of scoring a try. The kick is disallowed if the kicker does not take the kick in the time allowed
- b. Conversion - Drop kick from where the try was scored. If the try is scored under the posts, it may be taken from the in-goal area, i.e. towards the playing area

6. Restarts

After a score, the team that has scored restarts play with a drop kick which must be taken at, or behind, the centre of the halfway line.

7. Touch Judges

- a. Each team will be responsible for providing a touch judge for each game in which it plays.
- b. Touch judges will be responsible for signalling touch, touch in goal, and the success or other wise of kicks at goal and will support the referee in the management of the game.
- c. Touch judges will operate in the spirit of the game.
- d. For finals neutral touch judges will be appointed.

8. Duration of Games

a. Under 13s and Under 14s

- Pool games and knock-out rounds will be **five** minutes each way with one minute at half-time.
- The finals will be **seven** minutes each way with **one** minute at half time.
- The total playing time for these age groups shall not exceed 80 minutes

b. Under 15s, 16s, 17s and 18s

- Pool and knockout games will be **seven** minutes each way with **one** minute for half-time.
- Finals will be **ten** minutes each way with **one** minute for half-time.
- The total playing time for these age groups is 90 minutes.

9. Pool Stage Scores

- a. In the pool stage two points will be awarded for a win, one for a draw.
- b. If two or more teams have the same number of points the team(s) with the highest score differential will progress first to the next stage.
- c. If there is a tie for position, the result will be decided by:

- a. the result between the two sides or, if a draw or if the match was not played
- b. the number of tries scored and then conceded in the pool stage and if still tied
- c. by the toss of a coin.

10. Knock-out rounds

- a. There will be no extra time played.
- b. If, at the end of normal time, the game is drawn, captains will toss for the right to see who goes first in a series of drop goals from the 22 metre line, each taking five attempts.
- c. If still tied, then “sudden death”, with each team alternating 6th -12th player until a winner emerges; no repeat player attempts.
- d. If after all players have kicked and the result remains tied the result will be determined by the toss of a coin.

11. Pitch Size

For Under 13s and 14s **only**, the normal pitch size will be reduced as follows:

- The touchlines will be the 5 metre lines and the try lines will be the 5 metre lines.
- Pitches must be marked clearly so there can be no confusion by players or referees.

12. Laws

- a. The rule 15.12 Half Game Rule will apply at all age levels
- b. Games to be played under the RFU laws Under 19s variations and the standard set of variations for Sevens.
- c. Each item of protective clothing – padding or otherwise – must conform to RFU laws.
- d. In the event of a dispute about the rules or decisions in the tournament other than those of the referee, the organiser’s decision is final.

March 2022