



28 BLACK

28 Black Sevens

Introduction

1. The tournament is taking place at Suburbs Rugby Club and will commence at 9:30am and is being run by the 28 Black Organising committee.
2. This documents details tournament rules and regulations.
3. **Tournament staff:**
 - Craig Lister
 - Taylah Tomokino/Matthew Johnston
 - Trevor Stewart
4. **Tournament HQ.**

It is located behind the in-goal of Field 1 next to the referee's tent. The Tournament control centre will provide the following:

 - Tournament timing and control
 - Tournament announcements
 - Display draw and results
5. **Prize-giving.**

The awarding of the trophies for each final will take place on the field immediately after completion of each Final for the Bowl, Plate and Cup winners. There will be no special ceremony or speeches. The winning team from each final maybe asked to pose for a photograph.
6. **Briefing.**

There will be no formal briefing, please check in with Craig Lister that you have arrived and if you have any queries please see Craig. The referees/coaches may want a briefing prior to tournament and if so that will take place at 9.00am at the technical area. Everything you need to know is in here. If you haven't made it to Auckland by 9.00am; please text Craig Lister that you are still on your way for those travelling outside of Auckland.
7. **Team List.** Team lists are not required.
8. **Medical.** Teams are encouraged to bring their own ice and strapping and look after their own medical needs on the day.
9. **Team Areas.** Organisers have provided your team with a tent area behind the in-goal of the No. 1 field, seating will be supplied and changing rooms are available for use if required.
10. **Referees.** Referees are Auckland Rugby referees. One marquee will be set aside for the use of the referee's as Referees HQ located next to the Tournament HQ tent. The Auckland referees are the best in the country.
11. **Rubbish.** For safety reasons Suburbs Rugby club requests that no bottles or glasses be used near the playing area or on the fields in general. Players and spectators are asked to use the designated rubbish containers, which will be situated, around the ground and next to team tents.
12. **Food and Drink.** Teams will be provided PowerAde mix, Ice, Foot long subway for 16 people, delivered at 11am.
13. **Toilets.** These are located inside the clubhouse and at the end of the changing rooms.
14. **Changing facilities.** Showers and valuables. Dressing rooms and showers are available at the clubhouse. We suggest leaving valuables in the cars.
15. **Warm-up area.**

The warm-up areas are either on the number 2 field or designated warm up areas 1 & 2 as per attached map location on the perimeters of the No.1 field. Please be respectful and share warm up areas where necessary.
16. **Playing Fields.** No.1 will be used for the tournament.
17. **Car parks.** Public car parking is available at the Suburbs Rugby Club and on the main road Portage Road.
18. **Suburbs Rugby Clubrooms.** Will be open at the conclusion for those that wish to indulge in a beverage or two.
19. **Contact Details:**

Craig Lister
Mobile: 021 532 942
Email: craig.lister@theblues.co.nz



Tournament Rules (there aren't any really but a guide)

1. **General.** Sevens competition rules are those laid down by the IRB and detailed in the Laws of the Game 2007. Any disputes arising concerning interpretation of the rules governing the running of the tournament will be dealt with by the 28 Black Organising Committee.
2. **Judicial.** It is hoped that this will not be necessary, yellow and red cards will be issued as per normal if deemed fit by the referee for any on-field matters arising. Players sent off during the tournament will be dealt with on a case by case basis if deemed necessary by the tournament director. If needed, a judicial panel can be made up of the tournament Director, the Senior Referee and the tournament Co-ordinator. However it is envisaged that all the teams will play in the spirit of fair play.
3. **Number of Players.** Each team may determine their own playing numbers.
4. **Replacement Players.** There are no restrictions at this tournament on replacement players.
5. **Player Substitution.** Substitution rules are as follows:
 - A team can substitute as many players as they wish.
 - Normal substitution rules apply.
 - Substitutions can only be made during a break in play and only through the touch judge.
6. **Tournament Format.**

Seeding: Teams will be allocated in 2 pools of 5 teams each.
Pool Play and Points: each pool will play a round robin.
In each pool match, three points will be awarded for a win, two points per team in the event of a drawn match, one point for a loss and no points for a no show.
No extra time will be played to determine a winner in pool matches.
7. **Placing's** On completion of the pool matches the games will proceed to straight Cup/Shield & Plate finals as follows: Note: there will be no 9th/10th Ranking but a 7th/8th Play off.
 - 4th Place of Pool A will play 4th place of Pool B – 7th / 8th Placing
 - 3rd Place of Pool A will play 3rd place of Pool B – Plate Final
 - 2nd Place of Pool A will play 2nd place of Pool B – Shield Final
 - 1st Place of Pool A will play 2nd place of Pool B – Cup Final
8. **Tied Points on Completion of Pool Play.** If on completion of the pool matches two or more teams in their respective pools have the same aggregate number of points awarded, the result will be determined in accordance with the following formula in order of sequence:
 - The winning team of the match already played between the two teams shall be declared the winner.
 - The team which has the highest difference of points 'for' minus points 'against' in their pool matches shall be the winner.
 - If the two teams concerned had drawn the match indicated, the team, which had scored the most tries in the pool, shall be declared the winner
 - Where there is still a tie, the winner shall be decided by the toss of a coin.
9. **Tied Points in Finals.** When there is a tie at the end of regulation time in any of the finals, extra time will be played in periods of two minutes following a one minute interval. A coin-toss will determine who kicks off for extra time. The first team to score will be declared the winner - golden point.

If after extra time in a final there is no further score then the Championship will be awarded to the team that scored the first try in the match.
10. **Match Duration.** The duration of all matches will be seven minutes each way with a one-minute interval. Each game is followed by 3 minutes of buffer time. Teams should be ready to take the field at the conclusion of the preceding match.

A siren will be sounded to commence the game, at half and full-time and on completion of the half-time interval. Although the siren determines playing time, the referee is the sole judge of time, and law, though they are encouraged to end the matches in pool play on the next stoppage after the siren.
11. **Coin Toss.** Teams are required to be ready to kick-off at the stipulated time. Captains, or a designated representative, of each team are to meet with the referee and conduct the coin toss immediately preceding their game.
12. **Defaulting of games.** A team may be defaulted if they are not ready to kick off at the appointed time, if their opponents have taken the field and are ready to proceed.