

WAIRARAPA BUSH CLUB 7'S RULES

ELIGIBILITY & SQUAD NUMBER

- All 15 players mentioned on the team sheet (Squad) are registered locally to club or school and are eligible to play for the province.
- Teams are able to have 1 player of origin. **The player of origin is a player who is not registered with our rugby union but last played for that associated club at JAB level.**
- If your club team has a 7s team in the competition but that is filled with players and you are wanting to play for another club 7s team then you must get permission from your local club team to be able to play; **for example if someone from Martinborough wanted to play but their team was full, they could play for Pioneer if they had permission from Martinborough.**
- If a local club does not have a 7s team in the competition then players registered from that local team are able to play for another club team.
- Students from outside of the union who played club rugby in the Wairarapa during school holidays are fine to play for that same club.
- All players must be over the age of 17 or have Parental or guardian consent in writing and conformation from a registered Medical Practitioner that the player can play adult rugby.
- 1 squad member per team can go into injury pool to help other teams with injuries in only semi-final & final games this player must be given at mangers meeting start of day.
- If you have injuries you cannot bring in anyone outside of your squad unless it's a pool player for finals.

GAMES

- All games will be played on Trust House Memorial Park No1.
- All games will be 7min each way with 3min halftime.
- If any final games end in draw we will play golden point until we have a winner.
- Coin toss will be at halftime of game immediately preceding game on field.
- Only 12 of your 15 squad players are allowed to play per game.(We will give you blank sheets on the day)
- Substitutions will be rolling and may only take place at stoppages of play and must be done quickly to keep us on time.
- **Only players and management can be on playing surface and in technical areas at all times.** We have all played on Memorial Park we must be on the green area unless we're warming up.
- Warm up areas will be at Northern & Southern ends of park. If teams go onto grass area boots must be clean when coming back onto turf area.
- Match balls; we will have 3 Gilbert balls that will stay on the field for all games.
- Any red cards handed to any players will mean automatic tournament ending for that player. Also if a player gets 3 Yellow cards over the tournament, this will result in automatic tournament ending for that player.

TEAM SHEETS

- If you have your 15 (Squad) sorted by Saturday please send it to me and ill print some copies off for you for Saturday.
- For every game we must circle the 3 that are not playing from the squad and hand in the team sheet before the game. We must stick with the 12 once team sheet is handed in.

REFEREES

- All referee issues will be spoken about at managers meeting 8:45am