



PAUL SIRONEN SEVENS

RULES AND REGULATIONS

1. All players must be bona fide pupils of the school they represent.
2. All safe play code rules apply.
3. Mod League rules will apply with the following exceptions:
 - a) Seven (7) players per team on the field with unlimited interchange.
 - b) Teams have a maximum of six (6) tackles each possession
 - c) Maximum of ten(10) players per team.**
 - d) All matches will be fourteen (14) minutes (7 minutes each way) with a quick turn around. No half time.
 - e) Kick off for the start of each half, all other restarts are a tap kick at halfway from the team who had a try scored against them. (If a kick crosses the sideline no advantage is given to the kicking team).
 - f) All tries are worth 4 points
 - g) All conversions are to be drop kicks from in front of the posts.(Grand Final only)
4. All teams must be ready to take the field at their allotted time slot. Failure to do so may result in the forfeiting of that match (at the discretion of the Disputes Committee).
5. If a player is injured the water runner, teacher or coach only may run onto the field. No children other than the seven (7) players on the field are to enter the playing field at any time.
6. The Paul Sironen Sevens Division is for students in Years 5 & 6, however any student who turns 13 before the 31st December 2009 will not be permitted to compete in either the regional gala days and /or the Legends of League Finals Day.
7. The Dene Halatau Shield is for students in Years 3 & 4, however any student who turns 11 before the 31st December 2009 will not be permitted to compete in this Division.
8. A sport trainer/first aid officer will be available at each ground.
9. The Australian Rugby League Development accepts no claim for an injury sustained by a person or loss of personal property.
10. There will be no time off for injury except in the Semi Finals and Grand Final.
11. The score for each match will be kept by the officials at the ground managers' table and will be recorded as the referee indicates. Points will be awarded for each match as:

Win - 3 points
Draw - 2 points
Loss - 1 point
Forfeit – 0 points

12. At the conclusion of round matches the team from each pool with the most points will qualify for the Finals - if the points are equal the team with the better points for and against (then percentage, if necessary) will qualify.
13. In the event of a drawn match in the Finals the Golden Point Rule will apply. The first team to score in extra time (maximum of 5 minutes) will be deemed the winner. If neither team has scored in extra time, the team scoring the most tries in that game will be declared the winners of the game. If tries are equal the team scoring first in the game will be declared the winners.
14. There is to be no coaching from the sideline during the progress of the game. Where seats or bench are provided, the coach and reserves must remain seated for the duration of the game. If no seating is provided the coach and reserves must remain on the sideline in the area designated by the Ground Manager. The Disputes Committee reserves the right to penalise any unsatisfactory behaviour from players, officials or spectators that contradict the Rugby League National Code of Conduct.
15. Any disputes shall be reported to the ground manager immediately after the completion of the match in question and will be adjudicated by the Disputes Committee.
16. At the conclusion of the carnival there will be a presentation. All participating students will receive a certificate of participation and the winners of each division will receive the ARL Development Legends of League Shield.
17. The Disputes Committee has the authority to rule on any incidents not covered by the rules. Any situation not covered by the rules shall be reported to the carnival committee.