



TOURNAMENT RULES

MCKK PREMIER 7s 2023

29 SEPT – 1 OCT 2023



1. Competition Format

- a. The tournament will be a twenty four (24) team event.
- b. The teams will be divided into six (6) groups of four (4) teams each.
- c. Preliminary Round
 - i. Teams in the respective groups will play a round-robin format within their groups. Each team shall play three (3) matches against teams in their groups.
 - a. If two (2) or more teams in the same group finish with the same number of points, the following shall determine the placing in the group.
 - b. The team with the greater point difference (points for, less points against) shall be declared the winner.
 - c. If a decision is still not reached, then the total points derived through tries, goals and penalties by each team shall be considered, priority being given in that order. Hence the team that scored more of its points through tries shall be declared the winner over a team that scored less tries. If there should be a further tie, then the number of goals shall be considered and so on, in the stated order.
 - d. If a decision is still not reached, the qualifying order shall be determined by the drawing of lots.
 - ii. If any team gives a walkover in the Group matches, all their games will be deemed null and void. They will be placed last in their group irrespective of the results of their other matches.

d. Quarter-Final Round

After the Group matches,

- i. Champions of each groups will be ranked 1st to 6th
- ii. Second placed teams will be ranked 7th to 12th
- iii. Third placed teams will be ranked 13th to 18th
- iv. Fourth placed teams will be ranked 19th to 24th

Then,

- i. Teams ranked 1st to 8th will advance to the Quarter-finals for the Cup and Plate pools. The teams will play as determined by the draw.
- ii. Teams ranked 9th to 16th will proceed to the Quarter - Finals for the Bowl pool. The teams will play as determined by the draw.
- iii. Teams ranked 17th to 24th will proceed to the Quarter - Finals for the Shield pool. The teams will play as determined by the draw.

- e. Semi-final Round
 - i. The winners of the Cup/Plate quarter-finals will advance to the semi- finals of the CUP Championship.
 - ii. The losers of the Cup/Plate quarter-finals will proceed to the semi- finals of the PLATE Championship.
 - iii. The winners of the Bowl quarter-finals will advance to the semi--finals of the BOWL Championship.
 - iv. The winners of the Shield quarter-finals will advance to the semi--finals of the SHIELD Championship.
 - v. The losers of BOTH the Bowl AND Shield quarter-finals are eliminated.
- f. Finals

Winners of all of the semi-finals will advance to the finals of their respective pools.

2. Registration

- a. All teams are to submit their Team Registration Form giving the final list of Twelve (12) players in their squad and their officials to the Tournament Director via ONLINE by the **25 SEPTEMBER 2023**
- b. Teams/Schools are allowed to register only their currently registered students, born in **2006** or later as players.
- c. During the tournament, Team Managers must register their team playing list with the Tournament Director, at the Tournament Control Centre at the field, no less than thirty (30) minutes before the commencement of their match.
- d. All Team Managers must personally register their team, with the full names of their players as in Rule 2 (c) above.
- e. Any late entries and proposed registration after the official registration deadline as in Rule 2 (c) will not be entertained, unless with prior consent of the Tournament Director.
- f. All teams must register a minimum of five (5) and a maximum of twelve (12) players upon submission of their team playing lists. No additional registration, transfer, replacement or change of team members will be permitted after the close of registration as in Rule 2 (c) above.
- g. In the event that, due to injuries, a team is unable to field a full complement of players derived from its own squad of twelve (12) registered players, such team may borrow no more than two (2) substitute players from any other team that has been eliminated from the Tournament. However, such players to be replaced have to be certified unfit to play by the Tournament Medical Officer.

A team that borrows a player or players must take the field with all their own available and uninjured players before using the replacement players. Such substitute players must be registered with the Tournament Director and can play subject to their new team using all their players first; these substitute players shall not be permitted to represent any other team during the remaining rounds of the Tournament.

3. Penalties

- a. Any team that plays with an unregistered player at any time during the Tournament shall forfeit their game.
- b. Any team that fields less than five (5) players in their scheduled game shall forfeit that game.

4. Reporting Times

- a. All teams must be at the field-side five (5) minutes before the scheduled kick-off of each of their games.
- b. Any team that does not field a complete team as in Rule (3) above, five (5) minutes after scheduled kick-off, will forfeit their game, provided their opposing team is on the field.
- c. If both opposing teams fail to report to the Referee on the field of play five (5) minutes after the scheduled kick-off, both teams will forfeit their game.

All team captains / managers must register the names of their own seven (7) playing members for a game at the Tournament Control Centre thirty (30) minutes before commencement of the game. Additional registration forms are available from the Tournament Control Centre. It is the responsibility of Team Managers to ensure that teams obtain these forms.

5. Replacements

Five (5) substitute players are allowed for each game. The substitute player must report to the match official at the half way line and the player to be replaced must leave the field and report to the match official before the substitute player is released onto the field.

Rolling substitutions are allowed at any time during a game.

6. Playing Time

- a. All matches shall be played in two (2) halves of seven (7) minutes each way with a one (1) minute interval between halves.
- b. Preliminary Round - The preliminary round will be played on a round-robin basis. The score will stand at the end of regulation time. There will be no extra time for matches ending in a draw.
- c. Quarter-final, Semi-final and Final Rounds.
 - i. All matches at these stages will be played on a knock-out basis. Should a match result in a draw at the end of regulation time, extra time will be played.
 - ii. Such extra time shall consist of periods of five (5) minutes "sudden death" play-off. There will be no break in between the periods and teams will change ends immediately. The team which first kicked-off the match will do so again in the "sudden death" extra-time.
 - iii. The "sudden-death" rule shall apply as follows. The first team to score during extra time will be declared the winner and the game will end.

- iv. In the event of still no winner, "sudden death" penalty drop-kicks of up to three (3) kickers each team will be applied.

If a decision is still not reached, the winner shall be ultimately determined by the toss of coin.

7. Awarding of Points - Preliminary Round

Points will be awarded as follows:

WIN - Three (3) Points

DRAW - One (1) Point

WALKOVER - Three (3) Points

LOSS - Zero (0) Points

8. Official Playing Rules

The Tournament By-Laws are based on the World Rugby (WR) By-Laws with seven-a-side variations of the game as adopted by Malaysia Rugby. These by-laws will apply throughout the tournament, except the following:-

The number of players in the team will be seven (7). The number of players required in a scrum is three (3)

Sin Bin: If a player is sent to the "Sin - Bin" by the referee he must proceed immediately to the designated position at the Referees' Control Stand. He must remain stationary there for a period of two (2) mins. Only when present at the Referees' Control Stand will the period of two (2) minutes commence. Only the referee may authorise a return to play after a "Sin - Bin" period and only at the next stoppage.

9. Technical Zone Protocol

The Technical Zone Protocol as introduced by the WR in May 2006 will be implemented during this Tournament.

- Each Team is allowed to have the following personnel in the Technical Zone during their Matches: Coach, Team Manager, Physiotherapist and five reserve Players. One additional person who is either a medical or a coaching member of the Team and whose responsibility has previously been notified to the Tournament Director.
- No additional people are allowed in the Technical Zone.
- The medical personnel in the Technical Zone may enter the field of play in accordance with Law at any time a player is injured.
- Water carriers may only take water onto the field during stoppages in play for injuries in the playing area and when a try has been scored and at no other times.
- Water carriers must remain in the Technical Zone except when providing water as detailed above.
- Water bottles must not be thrown onto the field.

- All personnel in the Technical Zone must wear a bib / vest for identification purposes and must not wear a shirt similar in colour to their team.
- The fourth official will manage the Technical Zone and will report any indiscretion to the match referee. The match referee may caution the offender or expel them from the playing enclosure. Any offender may be reported to the Disciplinary Committee for investigation and further action.
- Replacement players and all other team officials other than those in the Technical Zone must remain seated on the replacement bench.
- Replacement players are only allowed to warm up before they enter the field in a designated place set further back from the field of play than the replacement bench.

10. "Home" & "Away" Teams

These terms are used in a game should there be a clash of jersey colours. In this situation, the "Home" team shall have to change its jerseys to a set of acceptable colour.

11. Protests

All protests must be submitted in writing through Team Managers to the Tournament Director within thirty (30) minutes of the end of the game during which the matter of the protest occurred. Verbal protests will not be entertained. A protest must be submitted together with a deposit of RM100. The deposit will be returned if the protest is upheld. Should the protest be overruled, the deposit will be forfeited.

12. Appeal & Disciplinary Committee

- This Committee shall hear all appeals and decide on disciplinary action for the duration of the Tournament. The Tournament Director shall be co-opted at any hearing of the Committee but shall have no vote.
- Players or Team Officials reported for misconduct or sent off the field shall have their cases considered as soon as possible by the Committee.
- Any player who is sent off the field shall be automatically suspended for one (1) game and the Committee shall determine his further participation in the Tournament.
- Any player that receives more than one (1) Yellow card in the Tournament shall be automatically suspended for the subsequent game. The Committee shall determine his further participation in the tournament.
- The quorum for the meeting of this Committee shall be three (4) members:

- Tournament Director (Co-opted)**
- Technical Director**
- 2 Independent Team Managers**

Disciplinary action taken by the Committee shall only apply for the duration of the Tournament. The Committee shall report the actions taken to relevant bodies for any further review.

13. Interpretation of Tournament Rules

The Organising Committee reserves the right of interpretation in the case of doubts arising from the wording of any rule. It shall also have the right to decide on any situation that is not covered by the rules and such decision shall be final.

14. Trophy Ownership and Responsibility

- a. The NJ Ryan Trophy (Tournament Trophy) remains the property of MCKK/MCOBA and cannot be won outright.
- b. The winning team shall receive the Trophy and a replica, but will have to return the Trophy to the Organising Committee before they depart for home.

Prepared by:

***Tournament Director
MCKK Premier 7s 2023***