

Mick 'Whale' Curry Memorial 7's



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Tournament Manual 2024

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SECTION 1: INTRODUCTION

Hamilton Hawks Rugby Club have established the Mick 'Whale' Curry Memorial 7s Rugby Tournament in memory of one its favourite sons. In doing so we hope that this will provide an opportunity to 'showcase' the Newcastle and Hunter Area whilst facilitating an opportunity to grow the game of Rugby Union. The Hamilton Hawks Rugby Club we would like to thank you for attending our 7s Tournament and the effort you have put into organising teams to make the event a success. The tournament will surely be an action-packed affair on and off the field, and we hope you enjoy our hospitality.

1.1 Tournament Details

When – Saturday 10th February 2024 (8:00am – approx. 6:00pm)

Divisions and Prize money -

Premier Men's	Country/ Subbies Men's	Premier Women's	U/20s Men's
Winners = \$3000 2 nd = \$1500	Winners = \$2500 2 nd = \$1000	Winners = \$3000 2 nd = \$1500	Winners = \$1500 2 nd = \$750

Location - At St John Oval, Charlestown, NSW – Bula Street Charlestown, NSW, 2290 (and surrounding ovals) – Google Maps link –

<https://goo.gl/maps/Ka1aEE3JGXQ2>

1.2 Post Tournament Gathering

Following the tournament's conclusion, we'd love teams to join us at our Club sponsor, The Young St Hotel (132 Young St, Carrington), for a post-match Beveridge, or grab yourself a meal from the extensive menu!

Please Note – Winner's prize money will be deposited via direct deposit therefore it is imperative that a valid email address is made known to the tournament organising committee.

1.3 Use of the Tournament Manual

The Tournament Manual is intended to set out the rules, regulations and operational information in all areas required by participating teams in planning, preparing for, and participating in, the 202 Hamilton Rugby Sevens (playing for the Mick 'Whale' Curry Memorial Cup).

The sporting and operational success of the tournament depends upon participating teams and team members complying with both the letter and the spirit of the Participation Agreement and Tournament Manual.

Participating Teams are obliged to comply with the requirements and responsibilities as specified in the Tournament Manual and should ensure that all necessary Team Management are familiar with the contents, including, the requirements of their team members.

Participating clubs are responsible for the actions of all persons under their control as defined in the Tournament Manual and are accountable for the compliance of those persons with the Terms of Participation.

1.4 Variations from the specifications in the Tournament Manual

The Hamilton Hawks Rugby Club reserves the right, at any time (whether before or during the tournament) to make or vary rules and give directions as to the conduct of the Tournaments, or in respect of matters relating to the tournament, including the contents of the Tournament Manual. All such rules and directions when made and communicated are immediately binding upon each participating Union and each team member, and these rules and directions will be deemed to be included automatically within this Tournament Manual.

1.5 Questions on the content of the Tournament Manual

Should you have any questions on the content of the Tournament Manual, please do not hesitate to contact the Tournament Director.

1.6 Powers of the Tournament Director

The Tournament Director or Nominee shall have the power to deal with minor complaints and disputes relating to the administration and management of the tournament. The decisions of the Tournament Director or Nominee on these matters shall be final.

SECTION 2: CONTACT LIST

2.1 Hamilton Rugby Union Club Contacts

Position	Name	Mob	Email
Tournament Director	Gerry Mason	0419 488 917	hamiltonrugbysevens@hotmail.com
Registration Manager	Lesa Mason	0400 488 976	hamiltonrugbysevens@hotmail.com

2.2 Additional Local Contacts

Hospitals –

The closest public hospital is the **John Hunter Hospital**, which is approximately 20 minutes away. This hospital's details are –

Address: Lookout Rd, New Lambton Heights NSW 2305

Phone: (02) 4921 3000

The closest medical emergency facility is Lake **Macquarie Private Hospital**. This facility is 10 minutes away, but does incur a non-negotiable fee of approx. \$250. It also may incur other costs not covered by Medicare. This hospital's details are –

Address: 3 Sydney St, Gateshead NSW 2290

Phone: (02) 4943 3122

Pharmacists and Supplies –

There are several pharmacists and shops (including Woolworths and Coles) at **Charlestown Square**, located a short drive from the grounds –

Address: 30 Pearson St, Charlestown NSW 2290

Dental –

Charlestown Dental Surgery is less than 5 minutes from the ground and is open from 8:30am to 5pm on Saturdays.

Address: 18 Frederick St, Charlestown NSW 2290

Phone: (02) 4943 6884

SECTION 3: PARTICIPANT ELIGIBILITY

3.1 Insurance and Registration

Players listed on the Team Registration via Rugby Xplorer lodged prior to the commencement of the tournament will be covered for insurance purposes by the "Special Event Insurance".

However, as a club-based competition, it is mandatory that all players are registered with your club via Rugby Xplorer.

NOTE: Players serving a suspension from any Australian Rugby Zone are NOT eligible to compete at this tournament. Playing an unregistered player will see your team forfeit any win in that game and the loss of any competition points allocated.

3.2 Invitational Teams

Nominations for 'Invitational Teams' will not be accepted for this tournament.

3.3 Overseas Teams

Overseas teams must obtain a clearance from their Home Union and the Rugby AU before they are permitted to play in Australia.

3.4 Under 18 players in Senior Competitions (Men's and Women's)

Any player who is turning 17 in this calendar year must receive dispensation from the Tournament Director. To apply for dispensation, please refer to the Senior Rugby Dispensation procedure & complete Schedule A and return to the Tournament's Registration Manager by no later than Wednesday 9th February.

Note: Players who are turning 18 in this calendar need not apply for dispensation, if they have the parent/guardian consent form from the policy signed.

Note: Under the Senior Rugby Policy, players turning 16 need to be cleared by Rugby AU. Given the time frame, these players will not be considered for this tournament.

3.5 Ages for Youth Competitions (U20 Mens)

Players in the Under 20 competitions must be turning 20, 19 or already turned 18 in this calendar year (Born in 2003 or 2004, or prior to tournament in 2005)

Any player under those ages must receive dispensation from the Tournament Director. To apply for dispensation, please refer to the Age Dispensation procedure & complete Schedule A and submit to the Tournament Registration Manager no later than Thursday 19th February. Dispensation forms from 2022 will be accepted for the correct age group.

3.6 Team declaration

Participating Teams will select/appoint the following Team Members and Personnel for the tournament by no later than **9pm Thursday 9th February.**

- 1 Head Coach
- 1 Team Manager/Assistant Coach
- Up to 2 Team Medical Staff (trainer, physio, etc)
- Up to 14 players (12 to be used per game)

At least one individual of the staff MUST hold a current Smart Rugby (or international equivalent, such as World Rugby "Rugby Ready").

SECTION 4: TOURNAMENT OPERATIONS

4.1 Match Schedule

Teams shall play Tournament Matches strictly in accordance with the Match Schedule, subject to any directions issued by the Hamilton Hawks Rugby Club

The Tournament Director reserves the right to alter the Match Schedule. In this event, Teams will be informed at the earliest opportunity.

4.2 Tournament pools

The tournament's Opens Men's division is broken into two distinct groups, being

- Premier Men's – Elite Men's clubs, open to all club teams from Australia
- Country Men's – Aimed at NSW and QLD country clubs, Sydney Suburban clubs and Southern States clubs

At the completion of the pool matches, each team will be ranked within their pool based upon match results. Teams finishing places will dictate the path available to them for the Knockout stages. Each team will progress to the knockout stages and be placed into the appropriate 'division' pathway

4.3 Spectator catering

A comprehensive canteen will operate on the southern end of the field. This will include food and drinks.

A liquor licence is in place, and after 11am a bar will operate, as provided by Charlestown Leagues Club. As such, **NO** alcohol or glass is to be bought to the grounds. If you are found to have glass or alcohol on the premises that was not purchased from the facility it will be confiscated. Your team will face disqualification. It will be returned at the end of the day.

Staff of teams are reminded of NSW laws, and that Junior rugby players are participating in the event and encouraged to ensure players and family act responsibly.

4.4 Training fields

Teams will have access to one of 2 warm up spaces (Between the front gate and the canteen). These will be on a "first in, best dressed" status. Outside of these areas, teams are welcome to use the space behind the dead ball line at either end of the field.

Teams are requested to stay off the field of play if the ball is in that half during game play.

4.5 Change rooms

Change rooms for teams will **NOT** be available for teams to take over for the duration of the day, change rooms are to be shared throughout the day and left in a clean and tidy manner.

4.6 Training equipment

Training equipment will be a team responsibility. Teams travelling internationally or interstate are welcome to request equipment from Hamilton, and we will attempt to assist. All requests for additional training equipment are to be directed to the Tournament Director.

4.7 Team marquees

Teams will **NOT** be provided with shade or marquees. However, there is space to put up tents or equivalent in between fields and on the southern end of fields. These may be set up on the Saturday morning, on a first in basis. Please ensure your area is left clean and tidy at the end of the day.

4.8 Match recordings

There will be no match recordings at our Tournament in 2024. We have been unable to secure a major sponsor in 2024 and the additional cost of BarTv or Cluch does not fit within the constraints of our budget.

SECTION 5: MATCH MANAGEMENT

5.1 Laws of the Game

The Tournament shall be played in accordance to the World Rugby Laws of the Game, subject to additional specifications contained in this Tournament Manual and subsequent communications of World Rugby. These Laws and Regulations can be found on the World Rugby website Laws.WorldRugby.org

5.2 Match points system

Match Points will be awarded on the following basis;

Win with 4+ Tries	5 points
Win	4 Points
Draw	2 points
Loss by less than 7	1 point
Loss with 4+ Tries	1 point
Loss / No Show	0 points

5.3 Duration of matches & injury time

The period for a match is 15 minutes. This includes 7 minutes each half and 1 minute at half time. Each half ends and full-time play halts immediately when the siren sounds, apart from the tries scored before the bell when the conversion attempt will be allowed.

Injury time is not given, and the clock will continue.

5.4 Extra time

Golden point extra time will be played for finals only. It will be capped at 5 minutes.

5.5 Determining pool positions

At the conclusion of the Pool phase, the Teams in a pool are ranked based on their cumulative match points, and identified respectively as winner, runner up, third, fourth, etc.

If, at the completion of the Pool phase, two teams are equal on match points, the team with the greater points differential will be ranked higher. If, the tied team's points differential is equal, the result of the match in which the tied Teams have played each other will be the higher ranked.

If, at the completion of the Pool phase, two teams have played each other resulting in a draw OR more than two teams are level on Match points, the following criteria will be used in the following order until one of the Teams can be determined as the higher ranked:

- the Team which has the best difference between points scored for and points scored against in all its Pool Matches in that Tournament will be the higher ranked;
- the Team which has the best difference between tries scored for and tries scored against in all its Pool Matches shall be the higher ranked;
- the Team which has scored most points in all its Pool Matches shall be the higher ranked;
- the Team which has scored most tries in all its Pool Matches shall be the higher ranked;
- and
- if none of the above produce a result, then it will be resolved with a toss of a coin.

Teams will then play cross-pool Semi-Finals.

5.6 Determining Winner –Semi & Finals

If at the completion of a semi-final match the score is drawn, the team that finished higher will progress to the final.

If the score remains tied after the completion of **Final** matches, Golden Point extra time will be played for a maximum of 5 minutes.

If the score remains tied after 5 minutes of Golden Point extra-time:

- most number of tries wins
- if tries are equal, the first try scorer wins
- if no tries are scored, the first goal wins
- if no goals are scored, the highest ranked team from the pool matches is deemed the winner.

5.7 Coin toss

The "Home" team (or team mentioned first) will always receive the kick off to ensure efficiency between games. The "Away" team may choose which way they wish to run.

5.8 Match Scorecard and Team Declaration

All Team Managers must declare their team for the tournament at the beginning of the day. While each team can have 14, Each team for each game will consist of a maximum of 12 players per game, with a maximum of 5 substitutes per game.

In preparation for kick off, any changes the 12 players need to be notified to the Tournament Director. Players are free to be added and subtracted but must be clearly identified to the tournament operations staff.

All players must be registered via Rugby Xplorer, playing unregistered players in a game will be deemed a forfeit and the loss of any competition points allocated for that game.

Participating teams may have up to 5 replacement players per game.

At the completion of each match, the Team Manager shall sign off the Ground Managers copy of the Match scorecard with the Ground Manager at the completion of each match.

5.9 Warm up

Pre-game warm-up

Team warm up will take place on the designated warm up field. Each Team should warm up on their designated half of the field. During the pre-match warm-up, the Teams will use their own equipment.

Warm-up after kick-off

If replacements are required to warm-up during the match and there is not an area outside the playing enclosure, they may warmup in the opposition in-goal area but **must not** use balls or any other rugby equipment for their warm-up.

5.10 Substitutions & replacements

- i. Substitution = temporary replacement of a Player who has left the field for bleeding or when a front row Player is temporarily suspended.

- ii. Replacement = permanent replacement of a Player for tactical reasons or for injury. A Player who has been replaced may not return to the field for the remainder of the Match.

Section 3 - Sevens Law Variations

Law 3.4 Players nominated as substitutes

- A team may nominate up to five (5) replacements/substitutes.
- A team may substitute or replace up to five players.
- A team may substitute the same player more than once as long as no more than 5 replacements are made in total. See 3.13 for exception

Law 3.13 Substituted players re-joining the match

If a player is substituted, that player may return and play in that match under the following circumstances:

- Up to 5 tactical substitutions per game
- In addition to which players may return to play when replacing:
 - a player with a blood injury in accordance with Law 3.10
 - a player undertaking a Head Injury Assessment in accordance with Law 3.11.

Exceptions

Substitution – Blood

- If a player has a blood injury and is temporarily replaced by another player that does NOT count as a substitution.
- If the blood player returns to the field of play within fifteen (15) minutes actual time and the temporary replacement leaves the field that does NOT count as a substitution.
- If the blood player does not return to the field of play within the permitted time, the replacement becomes permanent and that IS a substitution. The blood player is considered injured.
- Should a team use up its maximum number of substitutions while one of their players has been temporarily replaced for blood, and the blood player cannot return to the field within the permitted time, the temporary replacement will be required to leave the field at the conclusion of the permitted time i.e. the team plays one player short.

Temporary Suspension – Yellow Card

- When a player is temporarily suspended (yellow card) and leaves the field of play that is NOT a substitution.

Temporary Suspension – Yellow Card – Front Row Player

- When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does NOT count as a replacement.
- If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field that does NOT count as a substitution.
- Player B returning to the field of play is also NOT a replacement.
- If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning, that IS a replacement.
- Player B returning to the field of play to substitute another player during the period of temporary suspension IS a replacement.

Send Off – Red Card

- When a player is sent from the field of play (red card) that is NOT a substitution or a replacement.

Any player substituted due to **injury** (except temporarily for blood) shall not for any reason return to that match or any subsequent matches played on that day. The Tournament Doctor is responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for the player to continue playing.

After the maximum number of replacements has been made, no other replacements will be allowed for any reason, except for an injury to a front-row player where a suitably trained front-row replacement is available to ensure the game can continue with contested scrums. In this situation, only an additional substitution may be made.

Any substitute who takes the field of play immediately following the awarding of a penalty kick to her team or after a try has been scored shall not be permitted to kick at goal until after the relevant kick has been taken.

Substitution and Replacement- Procedural Guidelines

A maximum of 5 replacements may be made per game. However, please note that 'unlimited' substitutions can be made under two circumstances:

- i. **'Gentleman's agreement'** (same as previous year(s)) is made before the commencement of a pool match between the two sides and the referee is made aware and approves (Please Note - this is only permissible for NON-Knockout Matches), OR
- ii. **The environmental conditions are of such a nature that the tournament director/committee deem it necessary for player safety and wellbeing** for e.g. extreme temperatures (Please Note - if this is the case all teams will be notified by the tournament committee)

Replacements and Substitutes can only be made when the ball is "dead".

[Dead: The ball is "dead" out of play, when the ball has gone outside the playing area and remained there, or when the referee has blown the whistle to indicate a stoppage in play, or when a conversion kick has been taken]. Note: A replacement/substitution cannot occur during a Penalty Kick attempt, as the play is "live" (i.e. the ball is not "dead").

Half-Time: During the half-time interval, the teams, referee, assistant referees and No.4/5 officials should remain in the playing enclosure. It is important that any substitutions made by the teams during half time must be notified to the No.4/5 Official prior to resumption of play.

The Tournament Medic shall enforce the removal of players who suffer from concussion.

In the event of a permanent replacement due to injury or a substitution for a "blood" injury;

- the replacement player may join the Assistant Referee on the touch line
- the replacement player may only enter the field of play with the permission of the referee and Assistant Referee after the injured / bleeding player has left the field of play a returning player may only enter the field of play when the temporary replacement player has left.
- At no time, may more than seven players of one team be on the field of play. The Tournament Medic shall enforce the guidelines pertaining to bleeding control.

In this regard, he should ensure that:

- Bleeding players are removed from the field of play for the bleeding to be controlled
- Any significant treatment should be done in a medical room and not at the field side
- All bloodstained apparel and dressings are replaced before allowing the player back on the field.

The Tournament Medic is the sole arbiter in relation to a player's participation in a match.

5.11 Players temporary suspended

Any player "yellow carded" shall be temporarily suspended for a period of two (2) minutes of playing time. The player must be seated with the 4/5 referees adjacent to the Ground Managers.

If that player later commits another yellow-card offence in the same game, the player must be sent off and the incident is treated as a send-off for judicial purposes.

Any player who receives **3 yellow cards** during the tournament, will be suspended for one match.

5.12 Players sent from the field

Any player "red carded" and sent from the field shall not be permitted to play again until the matter has been dealt with as per Judicial Protocols - Refer Section 6.

5.13 Technical zone

For all matches two technical zones will be provided within the playing enclosure on the same side of the pitch, each one on either side of the halfway line and outside the field of play.

Personnel Permitted in the Technical Zone

- No more than **three** team staff (coaches, managers and medical staff) are permitted in the technical zones.
- No more than **five** substitute players are permitted in the technical zones.
- **Two** people from team medical staff or substitutes may run water but must be appropriately identified with a bib.
- The medical personnel may enter the field of play in accordance with the Law at any time a player is injured. They must not obstruct, interfere or aim comments at match officials.

Roles of Personnel in the Technical Zone

- Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored. This can be done by team medical staff or substitutes. Managers and Coaches are NOT permitted on the field.
- The two water carriers are not permitted in the playing area during penalty kicks at goal.
- The water carriers must remain in the technical zone at all times, unless they enter the playing area to provide water, or when ONE enters to provide a kicking tee to the kicker at a penalty kick.
- Players may come to the touchline adjacent to the technical zone to receive water.
- Water bottles must not be thrown on the field of play.

5.14 Decision making process for cancellations, delays, suspensions & abandonments

Definitions

Cancellation: Refers to decisions prior to Match day

Delay: Refers to decisions prior to Match kick-off.

Suspension: Refers to decisions following Match kick-off.

Abandonment: Refers to decisions either prior to or following Match kick-off.

The decision to cancel a match; delay/suspend a match prior to scheduled start time; or abandon a match; will be made by the Tournament Director in conjunction and collaborative discussion with the Match Manager, Tournament Manager, Match Referee and both Team Managers.

In the event of a match having to be abandoned for any reason whatsoever, the following procedure shall apply:

- Where a match has been abandoned during the first-half the result shall be declared a draw. In the instance of a match abandoned draw, teams will be awarded all points scored for and against in determining positions on the table.
- Where a match has been abandoned either at half-time or at any time in the second half the result shall stand. In this instance, teams will be awarded all points scored for and against in determining positions on the table.

5.15 Tournament expulsion

- If a team wilfully refuses to play, or wilfully abandons a match in progress, without the prior consent of the match referee, then, subject to confirmation by the Tournament Director or nominee, that team will be expelled from the Tournament.

SECTION 6: CITING & JUDICIAL

6.1 Rugby Australia Disciplinary Rules

The Rugby Australia Disciplinary Rules 2022 will apply to the Whale 7s Tournament. The Rules are designed to ensure that incidents of Foul Play are identified and resolved fairly, effectively and without delay. Below is a brief summary of the Rules, as adapted for the purposes of this tournament.

Please note: That unless otherwise defined in the Tournament Manual, capitalised terms in this section have the same meaning as that set out in the Rules.

Citing Commissioners and Judicial Officers will be appointed by the Hamilton Hawks Rugby Club prior to the tournament, with consultation from the Newcastle Referee's Association.

6.2 Timelines

- A Team may refer an incident to a Citing Commissioner for review within **30 minutes** of the conclusion of the Match to the Tournament Manager;
- Hearings to deal with ordering-offs and 3 yellow cards, shall where possible, be dealt with within **2 hours** from the conclusion of the match in question. Players are provisionally suspended in the intervening period and must not participate in any further matches until their disciplinary case has concluded (including any appeal).

6.3 If a player receives a red card

If the Player's offence has been assessed by the Judicial Officer to be the lower end entry point of 2 weeks or less, based on the scale of seriousness of the Player's conduct (applying World Rugby Regulation 17 Recommended Sanctions for Foul Play), the Judicial Officer may offer the Player an 'early admission of breach suspension' of one match. All other offences are to be referred to a hearing before a Judicial Officer. Please refer to these provisions in the Rules for more information.

6.4 If a player receives 3 yellow cards

- o The Player is automatically suspended for one Match (if the team has not lodged a challenge notice for one of those incidents - only on the basis of mistaken identity - within 2 hours from the conclusion of the match in question to the Tournament Manager);
- o If one of the temporary suspensions or Citing Commissioner Warnings is challenged, the Player must attend a hearing upon receiving the third to make their representations regarding the mistaken identity
- o If a one match suspension is imposed, then the Player's record of yellow cards is reset to zero.

6.5 Judiciary

A single Judicial Officer shall be appointed by the Hamilton Hawks Rugby Club for the tournament, preferably a member of the Newcastle Referee's Association. The Judicial Officer shall have the power to determine all issues of any nature arising in connection with:

- o Participant/s ordered off the playing enclosure;
- o Participant/s receiving 2 or more temporary suspensions in 1 match;
- o Alleged Misconduct that may have been committed by a Participant, Team Official or other person/s during the Tournament;
- o Receiving a combination of 3 yellow cards.

6.6 Judicial procedure

- The Judiciary shall have full discretion as to their procedures and as to what evidence they require or decide to admit;
- In the event of the Tournament Manager receiving a report indicating Foul Play and/or a Misconduct from the Referee the matter will be referred to the Judicial Officer for determination;
- The Tournament Manager shall notify the parties concerned of the time and place when the hearing is scheduled to take place (there is not requirement for this to be done in writing);
- The Judicial Officer will consider the matter and the parties concerned will be provided with a written decision.

Match Team Sheet



It is suggested these are filled out electronically prior to a round.

Match No.	
Team	
Opposition	

Jersey No.	First Name	Try	Conv	Penalty Kick	Field Goal	Yellow Card	Red Card

Half Time Score	Us	Them
Full Time Score	Us	Them

Team Official Signature - _____