



RULES OF THE TOURNAMENT

MERCANTILE RUGBY SEVENS - 2023



The above mentioned tournament will take place on 15th, 16th & 17th June 2023.

All matches will be played under the laws of the Game of Rugby with Sevens variations as framed by World Rugby and as adapted hereunder.

ELIGIBILITY

01. All member firms of the mercantile sector are eligible to participate, provided they are registered with the MRFA at least one month prior to the tournament.
02. Entry fee for the tournament will be Rs. 30,000/- per Team. Annual subscription of Rs. 20,000/- is payable by every firm taking part in the tournament in addition to the entry fee.
03. All new entrants have to register with the MRFA on or before 15th of May 2023. The membership application form duly completed should be submitted along with a registration fee of Rs. 25,000/-. Any team already registered and not taken part in Mercantile Sevens for three (03) consecutive years, will have to pay the registration fee applicable during that particular year if they are to re-enter a team in the 4th year.
04. Entries close on 1st June 2023. All entry forms duly completed should be forwarded prior to the closing date along with the photocopies of NIC / Company identity cards of all players to either of the following

Mahesh Wijayanayake HNB Head Office Branch HNB Towers Darley Road Colombo 10 Mobile : 0777 281071	Dinushka Jayatissa Valvoline Inc, United Motors Lanka PLC, Hyde Park Corner, Colombo 02 Mobile : 0773 858252	Vasantha Ramanyeka VG Printers (Pvt) Ltd. No. 55A, Dharmapala Place, Rajagiriya. Mobile : 0777 389088
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05. It is mandatory that the entry form should be certified by the Managing Director/ Personnel Manager/ Head of HR with company seal.

Kindly note that all late and incomplete entries are liable to be rejected.

06. All players should have been employed on or before 15th of May 2023 to be eligible to be entered. If not, prior approval has to be obtained from the Mercantile Rugby Football Association, at least one week prior to the closing date of entries.
07. Non Nationals will not be eligible to participate in the tournament unless they have completed a minimum of 3 years continuous residency in Sri Lanka immediately preceding the tournament.
08. Players failing to produce valid documents to prove their identity and proof of employment when called for will be liable to get the entire team suspended from the tournament.

ON FIELD PRESENTATION

01. It is mandatory that all teams carry an extra set of jerseys preferably in contrasting colours. In the event of a colour clash of jersey / attire a toss of coin will decide which team should change the jerseys. No postponement of games will be allowed under any circumstances.
02. Numbers (1-15) will be assigned to all players who participate in any match of the tournament.

Once assigned a number, the player should retain such number for the duration of the tournament.

Numbers should be of sufficient size and clarity so as to be clearly identifiable from Commentary and match tracking positions in the stands. The alternate set of jerseys must also be clearly numbered (1-15) and players must wear the same number jersey in both sets.

DURATION OF A MATCH

All matches including the Cup final will be seven minutes each half plus lost time with 1 minute half time interval.

All matches will kick off at the time on the schedule or at the immediate completion of the previous match, whichever is later.

TOSS

The toss to decide who will kick off and to choose ends will take place at half time in the preceding match. All team Captains must come to the toss wearing the team jersey they will wear for the match.

If one captain fails to show up, that team loses the toss. If both captains fail to show up, the referee has the discretion to determine which team kicks and which team defends which end.

DRAW

01. The organizing committee will be responsible for the draw and will decide on the format of the tournament & each team is required to send a representative to the tournament draw which will be held on 12th June 2023.
02. The tournament will be conducted in the following segments
 - Cup/ Plate - 4 or more "A" division club players
 - Bowl - Maximum number of "A" division club players allowed will be 03 per team
 - Shield - 2 "A" division Club players can be registered but only one (1) "A" division club player will be permitted to play at a given time
03. All teams participating will be categorized according to their past performance in the tournament and the standard of players registered to represent the respective teams.

A Player who has been declared by any club in the 'A' Division 15 - A - Side league or knockout tournaments after 01st January 2022 will be considered an 'A' Division Player.

04. Once the official draw is completed additions and deletions to the entry form will not be permitted except in the case of injury where the relevant player is unable to participate at the tournament. However this will have to be conveyed to the MRFA in writing at least 2 days prior to the commencement of the tournament on a letterhead duly authorised by the Managing Director / Personnel Manager / Head of HR as per the entry form.
05. Firms fielding 2 or more teams will not be allowed to interchange players once the draw is finalized.

POINTS & RANKINGS - POOL COMPETITION

Points awarded	-	Win	03
	-	Draw	02
	-	Loss	01

01. No extra time will be played in group games. Any Matches un-played or in-completed due to adverse weather conditions in the league stage, will be treated as a draw and both teams will share 2 points each.
02. On completion of the group games the teams will be ranked in each group according to the following in order of sequence.
 - A. Best Record
 - B. Head to head competition (The winner of the match between the teams concerned.)
 - C. Best point differential. (difference between the number of points scored and the number conceded)
 - D. Toss of a coin.
03. A team conceding a walk over shall not take further part in the tournament. All match results against such team shall be deemed null & void and all points previously scored against them shall be deducted to determine the team positions in the respective group.

KNOCKOUT COMPETITION

01. When there is a tie in any of the games during the knock-out stage, a 2 minutes water break will be held at the end of normal time and then extra time will be played on sudden death basis to determine the winning team. Extra time will be in periods of 5 minutes when teams will change ends without an interval. However, extra time will not exceed ten minutes and the team scoring first during extra time will immediately be declared the winner without further play.

A toss by the team managers and the referee will be conducted to determine which team will kick off the commencement of extra time and choose which end the team will kick off from. If at the conclusion of extra time there is still a tie, the winner will be determined according to the following order of sequence.

a) 3 drop kicks to be taken by 3 different players nominated by the Captain from amongst those who were playing at the conclusion of extra time. The 3 kicks will be taken on the 22 meter line as follows:-

- First kick from the centre of the posts
- Second kick from 15 meter mark to the left of the posts.
- Third kick from 15 meter mark to the right of the posts.

The winner will be decided on the team converting the most number of kicks.

b) Toss of a Coin (However this will not be applicable in the finals of each category. If both teams are equal at the end of the drop kicks, they will be declared as joint winners.)

02. During the knockout stage, apart from will full abandonment , in the event of a match having to be stopped after its commencement under the provisions of the law of the game, the result shall stand during any stage of the game. If both teams are tied, the team that scored first will be declared as the winner. If either side had not scored any points, the winner will be decided by the toss of a coin.

03. If for any reason a match in the knockout stage is unplayed, the matter will be referred to the tournament committee which shall decide the most appropriate method for determining the winner.

SQUAD -REGISTRATION AND DECLARATION

Teams shall be required to register a squad of a maximum of 15 players, the details of which should be included as per the entry form.

The team manager / captain shall be required to declare a team of a maximum of 12 players from those already registered for the tournament, at least 20 minutes prior to each of their games. (A separate declaration form has to be submitted for each game.)

BENCH / TECHNICAL ZONE

Only 5 reserves, 3 Officials (Manager, Coach and Trainer) are allowed to stay on the bench whilst the match is in progress. The officials cannot enter the playing field and must remain in the area assigned except during half time and the break prior to the commencement of extra time.

Each team is allowed to have two (2) water carriers and One (1) Medical personnel with relevant bibs. While the game is on if a player get injured, the medic can go, but not the water carriers. Water may only be taken on to the field during stoppages in play for injuries or when a try has been scored. Water bottles must not be thrown on to the field of play.

SUBSTITUTES / REPLACEMENTS

- (i) The rolling subs will be in effect during this tournament.
- (ii) A team may substitute or replace up to five (5) players.
- (iii) Substitutions for blood injuries will not be counted. However, if the injured player does not return within 10 minutes (actual time), it becomes a permanent replacement
- (iv) In case of Head Injury Assessment (HIA), even if all the substitutes / replacements have been used, the player who is to have the HIA must leave the field of play and shall be replaced by a player who got substituted not due to injury but only for tactical reason.
- (v) A player replaced due to injury cannot come back as a temporary replacement in that match.
- (vi) No replacement or substitution can may be made except with the permission of the referee, and only during stoppage in play.

CONCUSSION

If at any point during the match, a player is concussed and or has suspected concussion, that player must be immediately and permanently removed from the field of play. This is known as "Recognized and Remove".

If a Players is suspected of having concussion or diagnosed with concussion and declared by the tournament medical officer, the player must be removed from the field of play and take no further part in the Match or Tournament.

FOUL PLAY

- 01. When a player receives a yellow card, the player 's period of suspension will be 2 minutes playing time. If half time occurs during the sin bin period, the player may join the team but must return directly to the sin bin for the remaining time of his suspension when the second half resumes.
- 02. A player who receives the second (2nd) yellow card in the same game must be sent off (Red Card). A one (01) match ban will be imposed on such players and will not be permitted to play in their teams next match.
- 03. A player directly ordered off (Red Card) may not take part for the rest of the tournament.
- 04. A player who has been temporarily suspended on three (03) occasions (3 Yellow Cards) at the tournament shall not take part in any further match and shall be suspended from all on-field activities on match day/s.
- 05. If a player is sent off or shown a Yellow Card, the referee shall give a written report to the Tournament Director immediately after completion of the match.

06. If a player has been sent off or shown a Yellow Card following an assistant referee's signal and report to the referee, the assistant referee shall give a written report to the tournament director immediately after the completion of the match.
07. In line with the tournament rules, the judicial officer nominated by the MRFA will handle any appeals/disputes with regard to Red card issues during the tournament and will make the final decision on same.
08. If a player is suspended from playing under the tournament disciplinary programme, the suspension shall be effective immediately. The player must not play the game anywhere during the period of suspension.

DISCIPLINARY ACTION

01. During a game, a player/official sent off for blatant misconduct by the officiating referee will be suspended from playing or coaching for the rest of the tournament. The MRFA will determine whether to impose further sanctions based on the finding from the reports of the officiating referee/the officials and MRFA disciplinary committee.
02. All teams and their players shall at all times comply and adhere to the tournament rules.

In the event of any violation or non-compliance, based on the findings of the inquiry conducted by the disciplinary committee of the MRFA, the offending team &/or player shall be liable for serious disciplinary action including disqualification from the tournament which will carry a maximum suspension of 3 years on tournaments conducted by the MRFA.

INTERPRETATION OF RULES

01. Any protest regarding the tournament should be made in writing immediately to the secretary with a fee of Rs. 5,000/-. This will be refunded only if the decision of the disciplinary Committee/ Tournament Committee is in favour of the protester.
02. In the event of any dispute or difficulty arising in regard to the interpretation of these rules or in regard to a matter of which no effective provision has been made, the dispute or difficulty will be referred to the tournament committee who will recommend its decision for ratification by the general committee of the MRFA.

The Mercantile Rugby Football Association shall be empowered to amend, alter, add or vary these rules at their discretion and the decision of the MRFA shall be final on all matters arising out of the tournament.

TEAM ACTIVITIES

01. Managers / Captains meeting will be held on 12th June 2023. The relevant personal of each team must attend this important meeting.
02. Players are not allowed to warm up on the grounds. A specific area will be designated for warm up and specific time will be allocated for each team to do so. These times will be notified prior to the commencement of the tournament. It is of utmost importance that all teams adhere to the time scheduled.
03. It is mandatory that all teams are lined up in the tunnel at least two minutes before the commencement of their game and should enter the playing area in an orderly manner as per the instructions of the Pitch Marshal.

MEDICAL

Each participating team should ensure that its players are suitably fit to participate in the tournament.

Participating teams are required to provide support for promoting the world rugby 'Recognize and Remove' concussion message.

The tournament appointed medical team will only attend to a player who has been referred by the referee or the match doctor. The player is then under the responsibility of the match doctor. This responsibility ends when the match doctor considers that the player is in a fit state to rejoin his team.

The cost of treatment for all illness contracted or injury sustained by a player at any time during the tournament shall be paid by the participating team. In addition to the above costs, the participating team shall be responsible for strapping, bandages, mouth guards and similar items.

CODE OF CONDUCT

01. All participating teams are reminded that they are responsible and accountable for the conduct of their players, team members and other persons in attendance at the tournament in an official capacity. All participating teams must ensure that their conduct is of the highest standard and that matches are played in accordance with disciplined and sporting behavior.
02. Each participating team and team member agrees to be bound by and comply with the provisions and requirements of the tournament disciplinary regulations and any decisions made thereunder. Each participating team also acknowledges its responsibility and accountability for the acts and / or omissions of other persons in attendance at the Tournament in an official capacity with the team.
03. All participating Unions, Players other team members and other persons in attendance at the tournament:
 - Must ensure that the Game is played and conducted in accordance with disciplined and sporting behavior and acknowledge that is not sufficient to rely solely upon the Match Officials to maintain those principles.
 - Shall co-operate in ensuring that the spirit of the Laws of the Game are upheld and shall not repeatedly breach the Laws of the Game.
 - Shall accept and observe the authority and decisions of referees, touch judges, Match Officials and all other rugby disciplinary bodies.
 - Shall not publish or cause to be published criticism of the manner in which a referee or touch judge handled a Match.
 - Shall not publish or cause to be published criticism of the manner in which Council or any other rugby disciplinary body handled or resolved any dispute or disciplinary matter resulting from a breach of the Bye-Laws, Regulations or Laws or the Game.
 - Shall promote the reputation of the Game and take all possible steps to prevent it from being brought into disrepute.
 - Shall not abuse, threaten or intimidate a referee, touch judge or other Match Official, whether on or off the field of play.
 - Shall not use crude or abusive language or gestures towards referees, touch judges or other Match officials or spectators.
 - Shall not do anything which is likely to intimidate, offend, insult, humiliate or discriminate against any other Person on the ground of their religion, race, sex, sexual orientation, colour or national or ethnic origin.
 - Shall not do anything which adversely affects the Game of Rugby Football, the Board, any member Union or Association or any commercial partner of the Game.
04. Each team is under an obligation to comply with and to ensure that each of its members comply with this code of conduct and adopt procedures to monitor compliance with and impose sanctions for breaches of the code of conduct by persons under its jurisdiction.