



# Law variations *SEVENS*



*The laws of the game apply to sevens, subject to the following variations:*

## LAW 3: TEAM

- 1 Each team has no more than 15 players in the playing area during play.

**Replaced by:**

1. Each team has no more than seven players in the playing area during play.

**2 deleted**

- 4 For international matches, a union may nominate up to eight replacements.

**Replaced by:**

4. A team may nominate and use up to five replacements.

- 5 For other matches, the match organiser decides how many replacements may be nominated, up to a maximum of eight.

**Replaced by:**

5. The match organiser decides how many replacements may be nominated, up to a maximum of five.

**8-13 deleted**

**16-20 deleted**

- 31 If the temporary replacement is shown a yellow card, the replaced player is not permitted to return to the field of play until after the period of suspension, except to comply with Law 3.19 or 3.20, and only if the player has been medically cleared to do so and does so within the required time of leaving the field of play.

**Replaced by:**

31. If the temporary replacement is shown a yellow card, the replaced player is not permitted to return to the field of play until after the period of suspension, and only if the player has been medically cleared to do so and does so within the required time of leaving the field of play.

*33a deleted*

*33e deleted*

## LAW 5: TIME

- 1 A match lasts no longer than 80 minutes (split into two halves, each of not more than 40 minutes plus time lost), unless the match organiser has authorised the playing of extra-time in a drawn match within a knock-out competition.

### **Replaced by:**

1. A match lasts 14 minutes (split into two halves, each of not more than seven minutes) plus time lost. When a drawn match requires extra-time, play restarts after a one-minute break with periods of no more than five minutes. After each period, the teams change ends without an interval.

A competition final match may last no longer than 20 minutes (split into two halves, each of not more than 10 minutes) plus lost time and extra-time.

- 2 Half-time consists of an interval not exceeding 15 minutes as decided by the match organiser. During this time, the teams and match officials may leave the playing enclosure.

### **Replaced by:**

2. Half-time consists of an interval not exceeding two minutes.

## LAW 6: MATCH OFFICIALS

3. The referee organises the toss. One of the captains tosses a coin and the other captain calls. The winner of the toss decides whether to kick off or to choose an end. If the winner of the toss decides to choose an end, the opponents must kick off and vice versa.

### **Addition:**

- a. Before extra-time starts, the referee organises a toss in the same way as before the match.

## *Addition:*

### IN-GOAL JUDGES

#### *Addition:*

31. There are two in-goal judges for each match, one in each in-goal area.
32. The referee has the same control over in-goal judges as with assistant referees or touch judges.
33. In-goal judges signal the result of conversions or penalty kicks at goal.
34. In-goal judges signal when the ball or the ball-carrier has gone into touch-in-goal.
35. If required, the in-goal judge will assist the referee in decisions on touch downs and tries.
36. A match organiser may give authority for the in-goal judge to signal foul play in in-goal.
37. In-goal judges are not required when a TMO is present

### LAW 8: SCORING

7. When a try is scored, it gives that team the right to attempt a conversion, which may be a place-kick or drop-kick.

#### *Replaced by:*

7. When a try is scored, it gives that team the right to attempt a conversion, which must be a drop kick.
8. The kicker:

#### *b deleted*

- c. Takes the kick within 60 seconds (playing time) from the time the try was awarded, even if the ball rolls over and has to be placed again.

**Sanction:** Kick is disallowed.

#### *Replaced by:*

- c. Takes the kick within 30 seconds (playing time) from the time the try was awarded. **Sanction:** Kick is disallowed.

## THE OPPOSING TEAM AT A CONVERSION

- 14 All opposing players retire to their try line and do not overstep that line until the kicker begins the approach to kick. When the kicker does this, they may charge or jump to prevent a goal but must not be physically supported by other players in these actions.

**Replaced by:**

14. All opposing players immediately assemble close to their own 10-metre line.

**Sanction:** If the opposing team at a conversion attempt infringes but the kick is successful, the goal stands. If the kick is unsuccessful, the kicker retakes the conversion and the opposing team is not allowed to charge. When another kick is allowed, the kicker may repeat all the preparations. The kicker may change the type of kick.

**Replaced by:**

**Sanction:** If the opposing team at a conversion attempt infringes but the kick is successful, the goal stands. If the kick is unsuccessful, the kicker retakes the conversion and the opposing team is not allowed to charge.

*16 deleted*

## PENALTY GOAL

- 21 The kick must be taken within 60 seconds (playing time) from the time the team indicated their intention to do so, even if the ball rolls over and has to be placed again. **Sanction:** Kick is disallowed and a scrum is awarded.

**Replaced by:**

21. The kick must be taken within 30 seconds (playing time) from the time the team indicated their intention to do so.

**Sanction:** Kick is disallowed and a scrum is awarded.

- 24 The kicker places the ball directly on the ground or on sand, sawdust, or a kicking tee. The kicker may be assisted by a placer. Nothing else may be used to assist the kicker. **Sanction:** Scrum.

**Replaced by:**

24. The kick must be a drop-kick. **Sanction:** Scrum.

**Addition:**

## EXTRA TIME

**Addition:**

30. In extra-time, the team that scores points first is immediately declared the winner, without any further play.

## LAW 9: FOUL PLAY

29. When a player is being cautioned and suspended for 10 minutes, the referee will show that player a yellow card. If that player later commits another yellow-card offence, the player must be sent off.

**Replaced by:**

29. When a player is being cautioned and suspended for two minutes, the referee will show that player a yellow card. If that player later commits another yellow-card offence, the player must be sent off.

## LAW 12: KICK-OFF AND RESTART KICKS

4. After a team has scored, their opponents restart play on or behind the centre of the half-way line. **Sanction:** The non-kicking team has the option of the kick being retaken or a scrum.

**Replaced by:**

4. After a team has scored, the same team restarts with a drop kick on or behind the centre of the half-way line. The restart kick must be taken within 30 seconds from the time a conversion has been taken or declined, or from the time a penalty goal or dropped goal is kicked. **Sanction:** Free-kick.

5. When the ball is kicked:

- a. Team-mates of the kicker must be behind the ball. **Sanction:** Scrum.

**Replaced by:**

- a. Team-mates of the kicker must be behind the ball. **Sanction:** Free-kick.

- 6 The ball must reach the 10-metre line. **Sanction:** The non-kicking team has the option of the kick being retaken or a scrum.

**Replaced by:**

6. The ball must reach the 10-metre line. **Sanction:** Free-kick.
  
- 8 If the ball goes directly into touch, the non-kicking team chooses one of the following:
  - a. The kick being retaken.
  - b. Scrum.
  - c. Lineout.
  - d. Quick-throw.

**Replaced by:**

8. The ball must not go directly into touch. **Sanction:** Free-kick.
  
- 9 If the ball is kicked into the opponents' in-goal without touching any player and an opponent grounds the ball without delay or it goes dead through in-goal, the non-kicking team has the option of having the kick retaken or a scrum.

**Replaced by:**

9. If the ball is kicked into the opponents' in-goal without touching any player and an opponent grounds the ball without delay or it goes into touch-in-goal or on or over the dead-ball line, the non-kicking team is awarded a free-kick.
  
- 11 Play is restarted with a 22-metre drop-out when an unsuccessful penalty goal or dropped goal attempt is grounded or made dead in in-goal by the defending team, or the ball goes dead through in-goal from one these attempts.

**Replaced by:**

11. Apart from at a kick-off or restart kick, if the ball is played or taken into in-goal

by an attacking player and is made dead by an opponent, play is restarted with a 22-metre drop-out.

**12 deleted**

## LAW 18: TOUCH, QUICK THROW AND LINEOUT

8. Where the game is restarted with a lineout and which team throws in is determined as follows:
  - i. General

Event	Location of the mark of touch	Who throws in
A player, in their own half, kicks the ball indirectly into touch in the opposition's 22. Either the team did not take the ball into their half, or a tackle, ruck or maul took place within the half, or an opponent touched the ball within the half. This variation does not apply at a kick-off or any type of restart kick.	Where the ball reaches the touchline.	The kicking team.
The ball-carrier goes into touch or kicks the ball indirectly into touch (other than kicking from inside their own half into touch in the opposition's 22).	Where the player or ball touches the touchline or the ground beyond it.	The opposition.

- 12 Teams form the lineout within 30 seconds of a mark being made. **Sanction:** Free-kick.

### Replaced by:

12. Teams form the lineout within 15 seconds of the assistant referee or touch judge indicating the mark of touch. **Sanction:** Free-kick.

## LAW 19: SCRUM

- 4 Teams must be ready to form the scrum within 30 seconds of the mark being



made. **Sanction:** Free-kick.

**Replaced by:**

4. Teams must be ready to form the scrum within 15 seconds of the mark being made. **Sanction:** Free-kick.
5. When both teams have 15 players, eight players from each team bind together in formation as outlined in the diagram. Each team must have two props and one hooker in the front row and two locks in the second row. Three back-row players from each team complete the scrum. **Sanction:** Penalty.

**Replaced by:**

5. A scrum must have three players from each team. All three must stay bound to the scrum until it ends. **Sanction:** Penalty.

*6 deleted*

*7c deleted*

*7d deleted*

23. A front-row player must not intentionally kick the ball out of the tunnel from the direction it was thrown. **Sanction:** Free-kick.

**Replaced by:**

23. A front-row player must not intentionally kick the ball out of the tunnel or out of the scrum in the direction of the opponents' try line. **Sanction:** Penalty.

36. The scrum ends:

- b. When the ball reaches the feet of the hindmost player and it is picked up by that player or is played by that team's scrum-half.

**Replaced by:**

- b. When the ball is played by that team's scrum-half.

## LAW 20: PENALTY AND FREE-KICK

- 8 The kicker may punt, drop-kick or place-kick (other than for touch) the ball.

**Replaced by:**

8. The kicker may punt or drop-kick the ball but may not place-kick it.

## LAW 21: IN-GOAL

### BALL KICKED DEAD THROUGH IN-GOAL

**Addition:**

The restart kick must be taken within 30 seconds from the time the unsuccessful kick at goal was taken.

- 16 When a player carrying the ball is held up in-goal, so that the player cannot ground the ball or play the ball, the ball is dead. Play restarts with a try line drop-out or a 5m scrum, depending on how the ball entered in-goal. (law 12.12a, and law 19.1 row 5)

**Replaced by:**

16. When a player carrying the ball is held up in the in-goal so that the player cannot ground or play the ball, the ball is dead. Play restarts with a five-metre scrum, in line with the place where the player was held up. The attacking team throws in.