SEVEN-A-SIDE VARIATIONS

Standard set of variations appropriate to the Seven-a-side Game

Seven-a-side Variations

The Laws of the Game apply to the seven-a-side game, subject to the following variations:

LAW 3: NUMBER OF PLAYERS - THE TEAM

3.1 MAXIMUM NUMBER OF PLAYERS ON THE PLAYING AREA

Maximum: each team must have no more than seven players on the playing area.

3.4 PLAYERS NOMINATED AS SUBSTITUTES

A team may nominate no more than five replacements/substitutes.

A team can substitute or replace up to three players. (Please refer to Law Amendment Trials.)

3.12 SUBSTITUTED PLAYERS REJOINING THE MATCH

If a player is substituted, that player must not return and play in that match even to replace an injured player.

Exception: A substituted player may replace a player with a bleeding or open wound.

LAW 5: TIME

5.1 DURATION OF A MATCH

A match lasts no longer than fourteen minutes plus lost time and extra time. A match is divided into two halves of not more than seven minutes playing time.

Exception: A competition final match may last no longer than twenty minutes plus lost time and extra time. The match is divided into two halves of not more than ten minutes playing time.

5.2 HALF-TIME

After half-time the teams change ends. There is an interval of not more than two minutes.

5.6 PLAYING EXTRA TIME

When there is a drawn match and extra time is required, after a break of one minute the extra time is played in periods of five minutes. After each period, the teams change ends without an interval.

LAW 6: MATCH OFFICIALS

6.A REFEREE

6.A.13 EXTRA TIME - TOSS

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

6.B TOUCH JUDGES AND ASSISTANT REFEREES

6.B.8 IN-GOAL JUDGES

(a) There are two in-goal judges for each match.

(b) The referee has the same control over both in-goal judges as the referee has over touch judges.

(c) There is only one in-goal judge in each in-goal area.

(d) **Signalling result of kick at goal.** When a conversion kick or a penalty kick at goal is being taken, an in-goal judge must help the referee by signalling the result of the kick. If the ball goes over the crossbar and between the posts, the in-goal judge raises the flag to indicate a goal.

(e) **Signalling touch.** When the ball or the ball carrier has gone into touch-in-goal, the in-goal judge must hold up the flag.

(f) **Signalling tries.** The in-goal judge will assist the referee in decisions on touch downs and tries if there is any doubt in the referee's mind.

(g) **Signalling foul play.** A match organiser may give authority for the in-goal judge to signal foul play in the in-goal.

LAW 9: METHOD OF SCORING

9.B CONVERSION KICK

9.B.1 TAKING A CONVERSION KICK

Amend

(c) The kick must be a drop kick.

Delete (d)

Amend

(e) The kicker must take the kick within forty seconds of a try having been scored. The kick is disallowed if the kicker does not take the kick in the time allowed.

9.B.3 THE OPPOSING TEAM

Amend

(a) All players of the opposing team must immediately assemble close to their own 10-metre line.

Delete (b)

(c) Delete 3rd paragraph "When another kick is allowed....."

9.B.4 EXTRA TIME - THE WINNER

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

LAW 10: FOUL PLAY

10.5 SANCTIONS

Note: Temporary Suspension: When a player has been temporarily suspended, the player's period of suspension will be two minutes.

LAW 13: KICK-OFF AND RESTART KICKS

13.2 WHO TAKES THE KICK-OFF AND RESTART KICK

Amend

(c) After a score, the team that has scored kicks off with a drop kick which must be taken at or behind the centre of the half way line.
Sanction: Free Kick at the centre of the half way line.

13.3 POSITION OF THE KICKER'S TEAM AT A KICK-OFF

Amend

All the kicker's team must be behind the ball when it is kicked. If they are not, a free kick is awarded to the non-offending team at the centre of the half way line.
Sanction: Free Kick at the centre of the half way line.

13.7 KICK-OFF OF UNDER 10 METRES AND NOT PLAYED BY AN OPPONENT

Amend

If the ball does not reach the opponents' 10-metre line, a free kick is awarded to the non-offending team at the centre of the half way line.
Sanction: Free Kick at the centre of the half way line.

13.8 BALL GOES DIRECTLY INTO TOUCH

Amend

The ball must land in the field of play. If it is kicked directly into touch, a free kick is awarded to the non-offending team at the centre of the half way line.
Sanction: Free Kick at the centre of the half way line.

13.9 BALL GOES INTO THE IN-GOAL

Amend

(b) If the opposing team grounds the ball, or if they make it dead, or if the ball becomes dead by going into touch-in-goal, or on or over the dead ball line, a free kick is awarded to the non-offending team at the centre of the half way line.
Sanction: Free Kick at the centre of the half way line.

LAW 20: SCRUM

DEFINITIONS

Amend 2nd paragraph:

A scrum is formed in the field of play when three players from each team, bound together in one row, close up with their opponents so that the heads of the players are interlocked. This creates a tunnel into which a scrum half throws the ball so that the players can compete for possession by hooking the ball with either of their feet.

Amend 4th paragraph:

The tunnel is the space between the two rows of players.

Amend 6th paragraph:

The middle line is an imaginary line on the ground in the tunnel beneath the line where the shoulders of the two rows of players meet.

Amend 7th paragraph:

The middle player is the hooker.

Delete paragraphs 9, 10 and 11.

20.1 FORMING A SCRUM

Amend

(e) **Number of players: three.** A scrum must have three players from each team. All three players must stay bound to the scrum until it ends.
Sanction: Penalty kick

Delete

Exception

20.8 FRONT-ROW PLAYERS

Amend

(c) **Kicking out.** A front-row player must not intentionally kick the ball out of the tunnel or out of the scrum in the direction of the opponent's goal line.
Sanction: Penalty kick

LAW 21: PENALTY AND FREE KICKS

21.3 HOW THE PENALTY AND FREE KICKS ARE TAKEN

Amend

(a) Any player may take a penalty or free kick awarded for an infringement with any kind of kick: punt, drop kick but not a place kick. The ball may be kicked with any part of the leg from below the knee to the toe but not with the heel.

21.4 PENALTY AND FREE KICK OPTIONS AND REQUIREMENTS

Amend

(b) **No delay.** If a kicker indicates to the referee the intention to kick at goal, the kick must be taken within thirty seconds of the penalty having been awarded. If the 30 seconds is exceeded the kick is disallowed, a scrum is ordered at the place of the mark and the opponents throw in the ball.