



LEICESTER  
GRAMMAR  
SCHOOL

# U13 SOCS Invitational 7s 2024



**Wednesday 6 March 2024**

# Welcome



It is with great pleasure that we welcome you all to Leicester Grammar School for this year's LGS 7s Tournament. I thoroughly enjoy this format of the game and have many fond memories of playing at the Melrose 7s (birth place of rugby 7s) and coaching Scotland Women's National 7s squad. I'm sure we will see some great tries and lung busting cover tackles this afternoon. Good luck to all the pupils representing their schools and I hope everyone leaves having had a great experience. Thanks go to our grounds, catering and PE staff for their efforts in making this possible today.

Graeme W Blackhall- Assistant Director of Sport & Head of Rugby

## Participating Schools & Groups

Group I <a href="#">View Results</a>		
 Leicester Grammar ... U13 VII 	 Princethorpe College Boys-U13A 	 Stockport Grammar ... Boys U13 
Group II <a href="#">View Results</a>		
 Lutterworth High S... Boys-U13A 	 Oakham School Boys-U13A 	 Stamford Boys-U13A 
Group III <a href="#">View Results</a>		
 Culford School Boys-U13A 	 Loughborough Gramm... Boys-U13A 	 Welland Park Academy Boys-U13A 
Group IIII <a href="#">View Results</a>		
 Lutterworth College Boys-U13A 	 Robert Smyth Academy Boys-U13A 	 Wisbech Grammar Sc... Boys-U13A 

## **Parking & Changing**

Minibuses will be met at the main gate by a member of LGS staff and guided to an appropriate area for parking. Coaches have a designated "Drop Off" zone at the end of the car park furthest from the entrance. Parents are welcome to park in the designated bays in the Car Park, but should be aware it will be busy at all times during the school day. Players should then follow the path (rather than across the 1st XV pitch) to the Pavilion, where details of pitches will be on the boards immediately to your left before entering the building. Boots should not be worn in the Pavilion. Unfortunately, no, or very limited, changing facilities are available before, after or during the tournament, due to Games afternoon.

## **Refereeing & Medical**

A Society referee will take charge of tournament fixtures where available. We endeavour to ensure that all other games will be refereed by LGS staff, however please be prepared to assist with refereeing should the need arise. Please read and be familiar with the HGR FAQs in the tournament programme.

A paramedic will be on site and any injuries can be referred to him/her as your school staff see fit.

## **Hospitality & Presentations**

Pre- and post-match tea and coffee is available **for parents, guests and coaching staff only**. Both these refreshments and post-tournament food for players and coaches will be served upstairs in the Pavilion. Kit bags should be left at the bottom of the Pavilion stairs and retrieved when leaving the building. A short on pitch presentation to the winning school will take place at the final whistle of the Final at the culmination of each tournament.





















Should you require any further details, please contact me.

Best wishes,

Mr G W Blackhall  
Assistant Director of Sport & Head of Rugby

# Draw

All results will be placed on SOCS. [Competition Microsite](#) | [The SOCS Leicester Grammar School \(LGS\) Invitational 7s \(schoolssports.com\)](#)

 13:00 Rugby Pitch 1	Leicester Grammar School Trust U13 VII	v	Princethorpe College Boys-U13A	Group Blue SOCS LGS7s - Group Match
 13:00 Rugby Pitch 2	Lutterworth High School Boys-U13A	v	Oakham School Boys-U13A	Group Blue SOCS LGS7s - Group Match
 13:00 Rugby Pitch 3	Stamford Boys-U13A	v	Welland Park Academy Boys-U13A	Group Yellow SOCS LGS7s - Group Match
 13:00 Rugby Pitch 4	Lutterworth College Boys-U13A	v	Wisbech Grammar School Boys-U13A	Group Yellow SOCS LGS7s - Group Match
 13:25 Rugby Pitch 1	Leicester Grammar School Trust U13 VII	v	Oakham School Boys-U13A	Group Blue SOCS LGS7s - Group Match
 13:25 Rugby Pitch 2	Princethorpe College Boys-U13A	v	Stockport Grammar School Boys U13	Group Blue SOCS LGS7s - Group Match
 13:25 Rugby Pitch 3	Welland Park Academy Boys-U13A	v	Wisbech Grammar School Boys-U13A	Group Yellow SOCS LGS7s - Group Match
 13:25 Rugby Pitch 4	Culford School Boys-U13A	v	Stamford Boys-U13A	Group Yellow SOCS LGS7s - Group Match
 13:50 Rugby Pitch 1	Lutterworth High School Boys-U13A	v	Stockport Grammar School Boys U13	Group Blue SOCS LGS7s - Group Match
 13:50 Rugby Pitch 2	Oakham School Boys-U13A	v	Princethorpe College Boys-U13A	Group Blue SOCS LGS7s - Group Match
 13:50 Rugby Pitch 3	Culford School Boys-U13A	v	Lutterworth College Boys-U13A	Group Yellow SOCS LGS7s - Group Match
 13:50 Rugby Pitch 4	Stamford Boys-U13A	v	Wisbech Grammar School Boys-U13A	Group Yellow SOCS LGS7s - Group Match
 14:15 Rugby Pitch 1	Leicester Grammar School Trust U13 VII	v	Lutterworth High School Boys-U13A	Group Blue SOCS LGS7s - Group Match
 14:15 Rugby Pitch 2	Oakham School Boys-U13A	v	Stockport Grammar School Boys U13	Group Blue SOCS LGS7s - Group Match
 14:15 Rugby Pitch 3	Lutterworth College Boys-U13A	v	Welland Park Academy Boys-U13A	Group Yellow SOCS LGS7s - Group Match
 14:15 Rugby Pitch 4	Culford School Boys-U13A	v	Wisbech Grammar School Boys-U13A	Group Yellow SOCS LGS7s - Group Match
 14:40 Rugby Pitch 1	Lutterworth High School Boys-U13A	v	Princethorpe College Boys-U13A	Group Blue SOCS LGS7s - Group Match
 14:40 Rugby Pitch 2	Leicester Grammar School Trust U13 VII	v	Stockport Grammar School Boys U13	Group Blue SOCS LGS7s - Group Match
 14:40 Rugby Pitch 3	Lutterworth College Boys-U13A	v	Stamford Boys-U13A	Group Yellow SOCS LGS7s - Group Match
 14:40 Rugby Pitch 4	Culford School Boys-U13A	v	Welland Park Academy Boys-U13A	Group Yellow SOCS LGS7s - Group Match

Phase 2	Ref	Cup	Shield	Ref	Ref	Bowl	Vase	Ref	Plate	Ref
1505		1st B v 1st Y	2nd B v 2nd Y			3rd B v 3rd Y	4th B v 4th Y		5th B v 5th Y	

**What does the half game regulation say?**

Regulation 15.12.1 states: *"All clubs, teams, schools and colleges must ensure that each player selected in every match day squad plays at least half of the Available Playing Time. This requirement is mandatory across the entire age grade game and in respect of all contact and non-contact age grade matches, including 7 a-side matches and festivals/tournament matches."*

**Does it have to be ½ a game for every game?**

No, if a team is playing (for example) 6 matches, a player must play for at least 6 halves / 3 full matches / or the equivalent time.

**We have guaranteed games but the finals are knockouts, how do we work out how much a player should play?**

In the Age Grade game, competition organisers should select a format that ensures all teams have equal playing time.

However if this is not the case, players must play half of the guaranteed, or known, games available. In 7s competitions these known games will be classed at "available playing time". For example:

- If every team is guaranteed 4 games followed by knock out finals where involvement isn't guaranteed – then there are 4 guaranteed games so every player must play at least 4 halves.
- If there are 4 guaranteed games with every team guaranteed to enter a knock out phase – then there would be 5 guaranteed games.

Even in the knock out element, best practice is to ensure all players get half a game.

**What if we're only guaranteed one game?**

We would not expect an Age Grade 7-a-side competition to only have one guaranteed match. If however this is the case – all squad players should play a least half of this match.

**What if a team intended to play a certain number of games, but due to injuries or changes in format play fewer matches?**

Every effort should be made to avoid this and coaches should think ahead to ensure that players had opportunity to play ahead of it, i.e. not leaving all the changes until the latter matches. If known game time reduces due to unforeseen circumstances this is permitted in regulation.

**What about injury time or extra time?**

There is no extra time in Age Grade rugby.

Injury time is not included in the available game time. If the guaranteed playing time is, for example, 4 x 14 mins then a player must play at least 28 minutes (4 halves) of play.

**What about a tournament which takes place over 2 days, must a player play half the guaranteed time per day?**

Yes.

**What If a player gets a yellow card, or is banned for a match?**

Time in the sin bin, or a suspension is included as part of the game time for a player. For example, if a player was due to play 4 games (therefore guaranteed 4 halves) the time from being sent off and the missed game would be included in their 4 halves.

**What if a player misses some games due to injury but recovers for final games?**

If this follows a suspected concussion the RECOGNISE & REMOVE principle must be used, 'IF IN DOUBT, SIT THEM OUT'. These players must not then take any further part in the competition.

If there is another injury which means a player needs to leave the field and unable to play, we would not expect them to be asked to take part in the remaining matches.

In both, if there is a *bona fide* injury, the half game rule does not apply.

**We have a player who isn't ready to play a full game, but we would give a few minutes if we could.**

A Player who is not fully trained to safely play should not be in the match day squad.

**Is there a minimum squad size?**

This is decision for the competition organisers.

**Another team hasn't followed the half game rule, what should we do?**

Firstly, try to avoid these situations, through having a conversation pre-match with the opposition coach and referee. If there is a suspected breach report this to the event organisers.

**What should I do as a competition organiser?**

Our advice would be to ensure that team managers are aware of the regulation in the competition and that they are asked to plan ahead for how they will implement the half game rule.

If there is a reported breach an RFU sanctions table is available to help.



# Entry Rules

1. Boys are eligible to play in the Tournament only if they are attending their school or college for the whole of the academic year 2023/24.

2. All boys must be under the appropriate age for their year group at midnight 31st August/1st September 2023.

3. There is no maximum squad size, however the norm is 12.

4. NO player may play as a substitute or replacement for another school.

5. If, before its first game, a side is unable, for whatever reason, to field 7 players, then a reserve side will replace them. If a reserve side is not available, then the pool is reduced.

6. If it has not been possible to replace a side, which then arrives late for pool games, any games are "friendly" and do not count towards pool results, even if all other pool teams want to play.

7. If, before any pool game other than its first, a side is unable to field 7 players, then the pool game is null and void, all previous results in the pool involving the side are also null and void and the side is removed from the Tournament.

8. The Group Winners and positioning of the pool rounds will be determined by the greatest number of points (3 for a win, 2 for a draw and 1 for a loss). In the event of a tie for the Group positioning, the result will be decided by:

Check 1. Greatest Points Difference.

Check 2. Greatest Points For.

If all equal, then toss of a coin.

9. If, before a knock-out game, a side is unable for whatever reason, to field 7 players, then that side forfeits the match.

Playing Rules

10. No side shall be required to play more than 90 minutes in one day.

11. Games will be played under the World Rugby Laws, Standard set of variations for Sevens and any RFU Law Interpretations/ Variations. (Please take note of new RFU rules of play). Each item of protective clothing, padding or otherwise, must conform to World Rugby Specifications.

12. A size 4 ball will be used for the Under 12, Under 13 and Under 14 tournaments. A size 5

ball for the Under 15, 16 and 18s. Each game shall be played for 7 minutes each way, including the final, with a 2-minute half time break. No extra time will be played in the pool rounds of any Tournament and matches will be left drawn.

13. In the knock-out rounds if, at the end of normal time, neither side has won, captains will toss for the right to kick off or choice of ends and play will continue in periods of five minutes, changing ends after each period without further interval with the first side to score being declared the winner.

14. Rolling substitutions / replacements must be made with the Referee's permission and be made only when there is a stoppage (except a penalty/free kick) or the ball is out of play.

15. Staff in charge must ensure that replacements are immediately available during each game.

16. A player replaced through injury may play in subsequent games subject to medical approval.

17. In the event of a sending-off, the player is not allowed to play again in the current Tournament and the team plays with less than 7 players for the rest of that game. The team is, however, allowed to start with 7 players for the next game(s). The use of Temporary Suspension (Sin Bin) for 2 minutes will be in force.

18. In the event of a side being unable to continue to field 7 players during a game, other than sending-off or a temporary suspension, then the game is abandoned and:

a. if a pool game, then the pool game is null and void, all previous results involving the side are also null and void and the side is removed from the Tournament.

b. if a knock-out game, the other side goes through.

19. a. for a kick at goal after a try scored between the posts, the kick shall be made from behind in-goal so that the ball is more readily available for the restart of the game i.e. the ball is kicked towards the half-way line.

b. for a kick at goal after a try scored other than between the posts. 1 player of the opposing team will be required to be behind in-goal to retrieve the ball.



# LEICESTER GRAMMAR SCHOOL



Leicester Grammar School  
is strictly a No Smoking & No  
Dogs allowed site.





# How to find us (Post Code LE8 9FL)

## From the M1

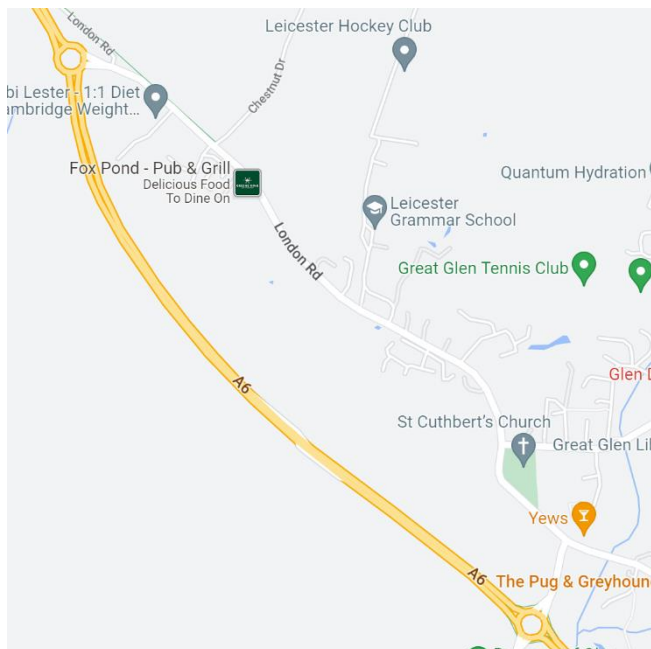
- Leave the motorway at junction 21.
- Take the M69/A5460 exit, marked Coventry/Leicester.
- Turn left onto the A563 towards Leicester.
- Continue along the A563 towards Leicester for 4.5 miles until you reach the roundabout marked A6.
- Take the 2nd exit onto the A6 and follow the A6 towards Oadby and Market Harborough.
- Continue along the A6 for 2.3 miles until you reach a roundabout marked Glen Rise.
- At the roundabout take the 1st exit, marked Glen Rise, onto London Road.
- Continue along London Road, passing the Premier Travel Lodge on your right.
- Leicester Grammar School and Leicester Grammar Junior School are on your left after approximately a third of a mile.

## From Market Harborough

- Join the A6 travelling towards Leicester.
- At the roundabout marked Great Glen, take the 3rd exit, heading towards Great Glen.
- After 300m, turn left at the T-junction, turning onto London Road.
- After half a mile, the School is on your right.

## From Leicester

- Join the A6 travelling towards Market Harborough.
- Continue along the A6 until you reach the edge of the city, where the speed limit becomes 50 mph. The next roundabout is marked Glen Rise. At the roundabout take the 1st exit marked Glen Rise, onto London Road. Continue along London Road, passing the Premier Travel Lodge on your right.
- Leicester Grammar School and Leicester Grammar Junior School are on your left after approximately half a mile.





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