



Rugby 7's Championships Official Rules

System: qualification round pools, then knockout matches.

Male: 17 teams, divided into 3 pools of 4 teams and 1 pool of 5 teams. Matches start with round pool and then they will be play as knock-out matches. Knock-out matches start with 1/8 final: the 1st place finisher of each pool, the 2nd place finisher of each pool, the 3rd place finisher of each pool and the 4th place finisher of each pool are qualified to 1/8 final.

Female: 8 teams, divided into 2 pools of 4 teams. Matches start with round pool and then they will be play as knock-out matches. Knock-out matches start with quarter final: all teams are qualified to quarter final.

1. Team size

1.1 Each team shall adhere to the following minimum and maximum squad sizes:

- Maximum squad size of fifteen (15)

1.2 The minimum number of players that can be fielded by each team without incurring a forfeit is seven (7).

2. Substitutions

2.1 A match shall be played by no more than seven (7) players from each team on the playing field. A player may be replaced on account of injury or substitution.

2.2 During matches there will be free substitutions

2.3 A temporary replacement for a blood injury to a player is permitted.

2.4 No replacement or substitution may be made except with the permission of the referee, and only during a stoppage in play.

3. Law

TIME 3.1 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.

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

3.3 PLAYING EXTRA TIME: When there is a drawn match (tie) 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.

4. Points score

4.1 Points for each match shall be awarded as follows;

- Win: 3 points
- Drawn match (tie): 2 points per team
- Loss: 1 point
- Forfeit or default: 0 points

4.2 If at the conclusion of the pool stage two (2) or more teams are equal on competition points for any position in the pool, the following tie-breaking process (in that order) shall be used to determine the standings;

a. The team that won the match between the two (2) equal teams (head-to-head) shall be deemed to have finished higher in the pool competition table;

b. The margin of tries scored for and against a team in all pool matches shall be considered. The team with the highest positive margin of tries shall be ranked higher in the pool competition table;

c. The margin of points scored for and against a team in all pool matches shall be considered. The team with the highest positive margin of points shall be ranked higher in the pool competition table;

5. Drawn matches

5.1 If preliminary matches are drawn at full time, both teams will be awarded two (2) points as per rule 4.1.

5.2 For the purposes of resolving a final, the definition of finals is all those matches that are contested subsequent to the pool games.

5.3 In the event that the scores are tied at the end of regulation time in a final, extra time will be played until a winner is determined. Extra time will be in periods of five (5) minutes. After each period the teams will change ends without interval.

5.4 The team that first kicked off will do so again in the first period of extra time, and subsequent kick-offs will alternate between the two (2) sides.

5.5 In extra time, the team which scores first will immediately be declared the winner without further delay (sudden death).

6. Forfeits

6.1 A forfeit will be declared ten (10) minutes after the scheduled start of play time where either team is unable to commence play.

6.2 Should the commencement of a match be delayed (up to ten (10) minutes) due to no fault of either side (as determined by the referee in consultation with the competition manager), the game shall be played in its full duration.

6.3 Forfeiture of one of the team that should play in final stage of competition (medal or ranking) will result the team being relegated to the last place in the overall competition

6.4. if, during a final stage game (medal or ranking matches), both team forfeit, a victory shall be awarded to the winner of the direct pool game between those teams or, in case a draw happened or the teams never faced each other's, to the team team that scored more tries during pool stages.

6.5 Forfeit score recorded shall be thirty five (35) points to nil (0).

6.6 Should an opposition player who was "playing under protest" (i.e. had no accreditation prior to the match) prove to be "ineligible" inside the time frame stipulated by the WIUC event organizers, a forfeit will be recorded. The forfeit score or the actual completed match score will be awarded; whichever is higher.

7. Infringements at the kick off

The standard set of variations for the seven-a-side in relation to WR Law 13 "kick off and restart kicks", and WR Law 21 "penalty and free kicks" apply, except that all infringements at a kick off by the kicking team as specified below will result in a free kick at the centre of the half way line awarded to the non-offending team.

(a) Ball not reaching opponents' ten (10) meter line, unless first played by an opponent;

(b) Ball kicked directly into touch;

(c) Players of the kickers team in front of the ball when it is kicked;

(d) Ball kicked into in-goal where it is immediately made dead by the non-kicking team, or the ball becomes dead by crossing the touch-in-goal or dead ball lines.

8. Player(s) sent off

A player sent from the field, under the standard set of variations for the seven-a-side game in relation to WR Law 10 "foul play", will not be permitted to play again until the matter has been dealt with, in accordance with the applicable tournament disciplinary rules.

- Any player ordered off will not be replaced.

- Referees must, as soon as practicable after the game, report in writing to the Competition Manager on the approved form, any player or players ordered off the field of play for any reason or any misconduct.

9. Toss

The toss to decide who will kick off and to choose ends will take place ten (10) minutes before each match. The toss shall be conducted by the match referee with a representative of each team in attendance.

Also: The organizing committee reserves the right to change the format of the tournament if it is in the best interest of competitors and based on organizational needs. The team will obviously be warned of the changes in time.

Every coach and player must take note of the rules of the game with the exceptions above. With this document we would like to acknowledge that you know and are aware of the rules of the game and accept them for this Championship.