

RULES

Art. 1 - RULES OF THE GAME and PARTICIPATION CONDITIONS

The tournament will be played according to rugby rules as stipulated by World Rugby.
It is opened to all players over 18 at the date of the tournament.

Registration fees are **30€** per person.

Each team cannot have more than **14 players**.

Each day of the competition only 12 players will be allowed to play, even if an injury occurs.

Each team will have to bring forward its substitute players to the main table at the beginning of each day so that these players may be marked as « not playing ».

For failure to comply with this requirement, the faulty team will be declared as defeated for the match in question (same sanction as a forfeit).

The organizers are providing meals for Saturday's lunch and dinner, and Sunday's lunch.
Accommodation is NOT included in the registration fee.

A **Prize Money** will be awarded to the 2 first teams (male and female) of the tournament:

1st men : 2,000€

1st women : 2,000€

2nd men : 500€

2nd women : 500€

Art. 2 - COMPOSITIONS OF THE GROUPS

The composition of the groups depends on the number of teams engaged in the competition.

The tournament will start on Saturday with matches between teams from the same group. The composition of the groups will be drawn lot before the tournament.

Art. 3 - GROUP RANKING

- Each team will play once versus the 3 teams of his group.
- A victory awards 3 points a draw 2 points and a defeat 1 point.
- The results earned by a withdrawn team are cancelled but the possible disciplinary penalties remain.
- There is no extra time in group matches.

Art. 4.1 - RANKING CRITERIA IN ONE GROUP

At the end of the group matches, if **2 teams** of a given group have the same number of points, the winner will be named according to:

1. The result of the particular match between the two concerned teams.

In case of a draw between these 2 teams, the ranking is done according to the following points:

2. Number of red cards received, the team with less red cards is ranked higher than the other
3. The difference between scored and conceded points (goal-average) during the matches of the group. The team with the best goal-average is ranked in front of the other.
4. The difference between scored and conceded tries during the group matches,
5. The overall number of points scored during the group matches,
6. The number of scored tries during the group matches,

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7. Number of yellow cards received

If there is still a draw, the following rule applies:

8. Coin toss between the 2 managers of the teams.

At the end of the group matches, if **more than 2 teams** of a given group have the same number of points, the winner will be named according to:

1. Number of red cards received, the team with less red cards is ranked higher than the other(s)
2. The difference between scored and conceded points (goal-average) during the matches of the group. The team with the best goal-average is ranked in front of the other.
3. The difference between scored and conceded tries during the group matches,
4. The overall number of points scored during the group matches,
5. The number of scored tries during the group matches,

If there is still a draw between 2 teams:

6. The result of the particular match between the two concerned teams.

If there is still a draw, the following rule applies:

7. Number of yellow cards received
8. Coin toss between the managers of the concerned teams.

Art 4.2 - INTER-GROUP RANKING CRITERIA

In some competition formats, an inter group ranking of all participating teams is necessary after the group stage. The ranking is made according to the following rules:

- The rank in the pool is the first being considered. The 1st of each group are ranked between themselves, then the 2nd, the 3rd, and the 4th.
- The criteria taken into consideration to rank teams having the same ranking but from different group are the following :
 1. Ranking points.
 2. Number of red cards received, the team with less red cards is ranked higher than the other
 3. The difference between scored and conceded points (goal-average) during the matches of the group. The team with the best goal-average is ranked in front of the other.
 4. The difference between scored and conceded tries during the group matches,
 5. The overall number of points scored during the group matches,
 6. The number of scored tries during the group matches,
 7. Number of yellow cards received

If there is still a draw, the following rule applies:

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8. Coin toss between the 2 managers of the teams.

In the eventuality where the number of teams is not the same in the different groups:

In group(s) with a lower number of teams, teams should have played against the missing team will score 3 points and +12 goal-average difference (2 try and 1 conversion).

Art. 5 - FINAL STAGES

At the end of the group matches, eliminatory matches will be organized with different levels of competition.

The final stages will take place on Sunday.

Art. 6 - DURATION OF THE MATCHES GROUPS

The group matches will last 2x7 minutes with 2 minute half-time. The end of each half must be whistled after a sound signal given by the score table. When the referee hears this signal, he has to end the game (half or match) at the first stoppage time (scrum, lineout...). The referee cannot end the game on a penalty or a free kick.

FINAL STAGES

The final stage matches (Cup final excepted) will last 2*7 minutes. In case of a draw at the end of the statutory time of a final stage match, an extra time is played. It is made up of five-minute periods.

The team which kicked off the match kicks off the extra time.

At the end of each period, the 2 teams will exchange ends of the field without any break.

During the extra time, the team which scores first wins as the game immediately stops (sudden death playoff or “next score wins”).

The extra time goes on until a team wins. Therefore, it can last more than 2 extra periods.

FINALS

The final matches for the attribution of the Cup will be played in 2 ten-minute halves with a two-minute break.

In case of a tie at the end of a match, the rules above apply (extra time with next score wins).

Art. 7 - PITCH

The playing field is the same as rugby union.

The whole tournament will take place on a grass pitch. Screwed or molded studs can be used.

Art. 8 - RULES TO KEEP IN MIND

The rules are the same as rugby union.

- During a scrum, the ball mustn't be kicked towards the opponent's side (otherwise: penalty),
- The hooker can link himself to the props over or below, the props must be linked to the hooker (they cannot be linked to each other),

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- The matches and half-times will start with a drop kick,
- Foul kick-offs will award a free-kick from the middle (or the 22m line) to the other team.
- If the team which scored a try wants to converse it, it must attempt a drop-kick.
- The kicker must attempt his kick within 40 seconds from the try. If he doesn't, the kick will be cancelled.
- The ball is put back into play from the center of the field through a drop-kick. It is done by the team which just scored.

Art. 9 - SUBSTITUTIONS

A team may designate up to five substitute players.

A team may replace or substitute up to five players. A team can substitute the same player more than once as long as it doesn't make more than five replacements in total.

Replacements are therefore not nominative.

Replacements are done under the control of the referee and the match director during a time-out.

The replacement of a player during a penalty signaled by the referee is not allowed.

Art. 10 - CARDS

A Yellow card nets a 2-minute suspension. The suspension time starts as soon as the referee restart the game.

A player accumulating two yellow cards in the same match is automatically suspended for the rest of the tournament. No additional sporting sanctions will be applied.

A player accumulating three yellow cards during the same tournament is automatically suspended for the rest of the tournament. No additional sporting sanctions will be applied.

Red card automatically results in the exclusion of the player for the rest of the tournament

Art. 11 - TRAINERS / MEDICAL STAFF

Only people with medical training will be allowed to go on the pitch with the referee's consent.

Art. 12 - INADEQUATE NUMBER OF PLAYERS

A team has to align at least 5 players on the pitch during the game. Otherwise, the game cannot take place (or will have to be stopped). The teams which are not respecting this rule will be forfeit for the concerned game (Cf Art. 17)

Art. 13 - PROTESTS

1- The protests concerning the condition or the marking of the pitch, the ball, the time of the match or the line-up must be stated at the field table before the beginning of the match.

2- The referee is to inform immediately the opposition captain about the protest.

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Art. 14 - MEDICINES

The players must, in case, have a first-aid kit on the playground.
The organizers will set up an adequate emergency plan of action adapted to the competition.

Art. 15 - LICENCES

Only players whose names are on the scoresheet before the match can play. These players must hold a license in a club affiliated to a federation which is a member of Rugby Europe and World Rugby.

Art. 16 - INSURANCE

Players are responsible and must be policy holders for any accident caused by rugby. The organizers refuse to accept any responsibility in case of theft, loss, mild or serious injury, death.

Art. 17 - LATENESS OF A TEAM

Teams must be present and ready at the time of the kick-off of their matches.
Any lateness below 2 minutes will withdraw 12 points to the team's goal-average of the match (2 try and 1 conversion).
Any lateness over 2 minutes will lead to a withdraw (no point and minus 12 to the goal-average : 2 try and 1 conversion).

Art. 18 - PLAYERS' OUTFIT

Players must play with a full outfit (shirt, shorts, socks and sport shoes).
A team cannot refuse to play because of a foul equipment in the opposite team.
The equipment (studs, shoulder protections, etc.) must comply to the regulations stated by the international federation World Rugby and the referees' commission.

Art. 19 - THE CAPTAINS' ROLE

1. The captain is the true representative of his team on the field; he has got the prerogatives and the obligations given by his mission. Therefore, it is necessary for the clubs to choose for captain a highly qualified player:

- Technically speaking (he should perfectly know the game and its rules),
- Humanly speaking (through his high moral value, his personality, his sense of human relationship).

2. On the field, besides his role towards his team mates, the captain must be an auxiliary to the game director with whom he alone can have contacts. The captain is, in particular, entitled to ask the referee the reason why a penalty has been awarded but cannot in any way argue about it.

3. In return, the referees must favor, as much as possible, loyal relationships with the captains. They must in particular meet them before the match and, during the game, answer politely to any polite questions asked by the captains. Referees have to inform the captains about cards and suspensions against players from their team.

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Art. 20 - STOPPAGES FOR INCIDENTS

1. The referee alone can decide if a match has to be stopped because of serious incidents, but this decision must only be taken where there is an absolute impossibility to play.
2. Assaults on the referee or his assistants will automatically lead to the end of the game.

Art. 21: STOPPAGE FOR ABSOLUTE NECESSITY

1. The referee alone can decide if a match has to be stopped because of outer events constituting an absolute necessity (exceptional bad weather conditions for example).
2. In any case could the decision of the referee to stop the game after incidents be considered as an absolute necessity.

Art. 22 - OTHER CASES

The causes below lead to the defeat of the match through penalization of the faulting team:

- play refusal because of the absence of the appointed referee.
- unearthy leaving of the field (in which case the faulting team loses any right to complain in any way what so ever, whether the complaint had been lodged before or after the match.
- player playing under a false identity (the player and the captain may be suspended).
- team playing with a struck off player.
- team playing with a non-qualified or sent-off (for any reason) player.

Art 23 - OTHER PENALTIES

In case of inappropriate behavior, arrogant or rude sentiments towards the referee or a line umpire, the involved players would be sent off for a given duration, even if they had not been expelled from the field (for example in case of incidents after a match).