



INTERNATIONAL RUGBY SEVENS RULES: 16-TEAM TOURNAMENT

The 16 Teams competing will be grouped into four pools of four as follows:

Pool A	Pool B	Pool C	Pool D
A1 (1st seed)	B1 (2nd seed)	C1 (3rd seed)	D1 (4th seed)
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4

Pool Composition will be determined by the Series Organisers with reference to seedings for each cluster of tournaments based on the Series Rankings from the previous two tournaments. Play on the first day of the tournament will consist of matches between teams in the same pool on a round robin basis. No extra time will be played in pool matches.

Points will be awarded for these matches on the following basis:

Win = 3 points

Draw = 2 points

Loss = 1 points

No show = 0 points

If a Team wilfully refuses to play, or wilfully abandons a Match in progress, without the prior consent of the Match Referee, then, subject to confirmation by the Disputes Committees, that Team will be expelled from the Tournament. If a Team has been expelled from the Tournament, for whatever reason, then that Team shall be deemed to have been awarded no pool competition table points and to have scored no tries or points in the pool Matches; and for the purposes of determining standings in the pool competition table, all Match results against such Team shall be deemed null and void. This means that all pool competition table points awarded in Matches against the expelled Team and tries and points scored or conceded in Matches against such Team will not be taken into account in determining standings in the pool competition table.

Determining Pool Table Standings

Position in the pool competition table shall be determined by competition points as set out above. If at the conclusion of the pool stage two Teams are equal on competition points for any position in the pool, such position in the pool competition table will be determined on the result of the Match between the two equal Teams. The Team that won that Match shall be deemed to have finished higher in the pool competition table. If the Match between the two Teams equal on competition points at the end of the pool stage was a draw, then the following process shall be used to determine the placings. 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: - if the tie remains unresolved then: 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: if the tie remains unresolved then: The Team that has scored the highest number of points in the pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then; The Team that has scored the highest number of tries in the pool Matches shall be ranked higher in the pool competition table: if the tie still remains unresolved then: The tie will be resolved by the toss of a coin between the Team Managers concerned. If at the end of the pool stage more than two Teams are tied on points then the following process shall be used to determine the placings: The margin of points scored for and against a Team in all pool Matches will be considered. The Team with the highest positive margin of points shall be ranked highest in the pool competition table: if the tie remains unresolved then: The margin of tries scored for and against a Team in all pool Matches will be considered. The Team with the highest positive margin of tries shall be ranked higher in the pool competition table, if the tie remains unresolved then: The Teams concerned shall be ranked by reference to the number of points scored in all pool Matches. The Team with the highest number of points scored in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then: The Teams concerned shall be ranked by reference to the number of tries scored in all pool Matches. The Team with the highest number of tries scored in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then: The tie will be resolved by the toss of a coin between the Team Managers concerned. Following the completion of the pool games, the Group winners and the second placed teams will progress to the Cup and Plate Competition. The third and fourth placed teams will progress to the Bowl and Shield Competition. During the Knock-out Competitions, in the event of a Match being drawn at the end of normal time, extra time will be played until a winner is determined. Extra time will be in periods of five minutes. After each period the Teams will change ends without interval. In extra time the Team which scores first will immediately be declared the winner without further play. 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 sides. The duration of Matches, other than the finals of the Cup, Plate and Bowl and Shield, will be seven minutes each half with a two-minute half time interval. The duration of the three finals will be 10 minutes each half with a two-minute half time interval. Apart from the willful abandonment of a match and subsequent expulsion under 8.2 in the event of a Match having to be stopped after its commencement under the provisions of the Laws of the Game, then subject to confirmation by the Disputes Committee, the following procedure shall apply:

Pool Matches - Where a pool Match has been abandoned either at half-time or at any time in the second half the result and any points and tries scored by each team in the match shall stand. Where a pool Match has been abandoned during the first half the result shall be declared a draw. Where a pool Match has been declared a draw then for that Match each Team will be awarded two Match points and any points and tries scored will count towards the total points and tries scored by each Team in all their pool matches.

Knock Out Matches - Where a Match has been abandoned either at half time or at any time in the second half the result shall stand. If both Teams are tied then the Team having scored the most tournament points shall be declared the winner. If this does not produce a winner then the provision within clause 8.3 shall be used to ascertain a winner. However, if one of the Teams participated in a Pool

where a Team was expelled, for whatever reason, then the matter will be referred to the Disputes Committee which shall decide the most appropriate method for determining the winner of the tied knock out Match. If a Match has been abandoned during the first half the result shall be declared a draw and the provisions within clause 8.3 shall be used to ascertain the winner. However, if one of the Teams participated in a Pool where a Team was expelled, for whatever reason, then the matter will be referred to the Disputes Committee which shall decide the most appropriate method for determining the winner of the tied knock out Match.

A match shall be played by no more than seven players in each team on the playing area. A player may be replaced on account of injury or substituted. A team cannot nominate more than three replacements/substitutes, up to three players may be replaced or substituted. Temporary replacement for a blood injury to a player is permitted. A player who has been replaced through injury may not resume play in the same match except if temporarily replaced for a blood injury. A player who has been substituted may not resume play in the same match except as a temporary replacement for a player with a blood injury. No replacement or substitution may be made except with the permission of the Referee, and only during a stoppage in play. Only players, the referee, touch judges and medically trained persons in order to tend to an injured player may enter the playing area. During the interval coaches, waterboys and camera crews may enter the playing area but they must leave it before resumption of play and must not do anything to delay the punctual resumption of play. The Standard Set of Variations for the Seven-a-Side Game in relation to Law 10 Kick-Off, Law 13 Kick at Goal After a Try, and Law 27 Penalty Kick 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. - Ball not reaching opponents' 10 metre line, unless first played by an opponent; - Ball kicked directly into touch; - Players of the kicker's team in front of the ball when it is kicked; - 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. A player sent from the field, under Law 10, will not be permitted to play again until the matter has been dealt with, in accordance with the applicable Tournament Disciplinary rules.

Team Jerseys - Colour Clashes

Every endeavour will be made to avoid clashes, however the participating Unions acknowledge that the issue of colour clashes between Team Kits normally worn by Participating Unions is of critical importance. Teams must play all matches in the registered jersey/shorts colours. No variations to these will be permitted except in the case of a pre-determined colour clash.

Where pre-determined colour clashes do occur, the alternate colours must be registered.

The following rule shall be observed by Participating Unions and the Teams: For all matches where there is a colour clash, the team wearing the alternate kit will be determined by coin toss.

Toss

The toss to decide who will kick off and to chose ends will take place at half time in the preceding match. The toss shall be conducted by the match referee with the captain of each team in attendance.