



RUGBY SEVENS

TECHNICAL RULES AND
REGULATIONS

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RUGBY SEVEN

TECHNICAL RULES AND REGULATIONS

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TECHNICAL RULES AND REGULATIONS

GENERAL

The purpose of the “ISF Rugby Seven Technical Rules and Regulations” is to provide standardised rules and regulations for Rugby Seven competitions. This document is set up in accordance with the ISF Statutes, the ISF Sport Policy and the ISF General Competition Regulations.

This document is intended to ensure that all matters related to competitions are conducted in a fair and orderly manner.

The specific objectives of this document are to:

1. Define and specify the **general conditions** under which participants can take part in the ISF Rugby Seven events;
2. Determine the **delegation composition**;
3. Determine the **sport program**;
4. Determine the **technical rules**.
5. Set the **draw** procedure.
6. Set **protests and appeals** procedure.

1. GENERAL CONDITIONS

The competition of ISF Rugby Seven event will be run according to the ISF rules and regulations and World rugby technical rules under the direction of the ISF Rugby Seven Technical Commission. Any decisions over matters not mentioned in the present document will taken by the ISF Technical Commission.

- The ISF Rugby Seven events are open to selected teams.
- The competition is categorised as: boy categories, girl categories.
- Mixed teams are not allowed.
- The composition of each delegation, age category and number of teams that each ISF Rugby Seven event is accepting will be defined for each event accordingly.
- The competition is held over three (3) days for any event type.

AGE CATEGORY

- For the U18 category, students born in 2004, 2005, 2006 can participate.

2. TEAM COMPOSITION

Each delegation will consist of:

- Athletes
- Team officials
 - Coaches
- Field of play officials (referees)

ATHLETES

- Athletes must be students attending schools that provide general education.
- Athletes must be enrolled as full-time students at a school in the country which they represent.
- Each team is entitled to enter:
 - ✓ **a minimum of seven (7) athletes,**
 - ✓ **a maximum of twelve (12) athletes.**

TEAM OFFICIALS

Coaches

- The presence of a coach is mandatory.
- Teams cannot participate in the competition without the presence of a coach.
- Each team is entitled to enter a minimum of one (1) and a maximum of two (2) coaches.

FIELD OF PLAY OFFICIALS

- Each team shall enter one (1) field of play official (referee).
- The Field of play officials cannot combine their position with other positions, such as heads of delegation, team officials or additional adults.
- Field of play officials (referees) must accept possibility they might be in the position of referee or assistant referee at the event matches.
- Field of play officials (referees) shall be in possession international (WA) or national qualification.
- The qualification will be reviewed and approved by the ISF Rugby Seven technical commission.
- Delegations must provide certificates for field of play officials during the registration process.
- Failure to provide the required number of field of play officials (referees) will lead to a fine of 900€ (per referee) payable to the organiser prior to the competitions.



3. SPORT PROGRAM

EVENTS

- Boys and Girls Tournament

4. TECHNICAL RULES

SYSTEM OF PLAY

Please refer to the ISF General Competition Regulations.

- First part of the competition:

Qualification games in groups (all x all)

- Second part of the competition:

Classification games by a ranking system.

System of play according to the number of teams:

12 teams

- ✓ The teams will be divided into four groups of three teams.
- ✓ The qualification round will consist of three rounds of one match per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:
 - Rank from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

- Places from 9 to 12 for teams ranked 3rd in each pool.

# game	9th - 12th place		Final ranking games		
1	A3	C3	9th - 10th		W1 W2
2	B3	D3	11th - 12th		L1 L2

16 teams

- ✓ The teams will be divided into four groups of four teams.
- ✓ The qualification round will consist of three rounds of two matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:
 - Rank from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6



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3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

➤ Places from 9 to 16 for teams ranked 3rd and 4th in each pool.

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A3	C4	5	W 1	W 2	9th - 10th	W5	W6
2	C3	A4	6	W 3	W 4	11th - 12th	L5	L6
3	B3	D4	# game	13th - 16th place		13th - 14th	W7	W8
4	D3	B4	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

24 teams

- ✓ The teams will be divided into four groups of six teams.
- ✓ The qualification round will consist of five rounds of three matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:

➤ Places from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

➤ Places from 9 to 16 for teams ranked 3rd and 4th in each pool.

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A3	C4	5	W 1	W 2	9th - 10th	W5	W6
2	C3	A4	6	W 3	W 4	11th - 12th	L5	L6
3	B3	D4	# game	13th - 16th place		13th - 14th	W7	W8
4	D3	B4	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

➤ Places from 17 to 24 for teams ranked 5th and 6th in each pool.

# game	17th - 24th		# game	17th - 20th		Final ranking games		
1	A5	C6	5	W 1	W 2	17th - 18th	W5	W6
2	C5	A6	6	W 3	W 4	19th - 20th	L5	L6
3	B5	D6	# game	21st - 24th		21st - 22nd	W7	W8
4	D5	B6	7	L 1	L 2	23rd - 24th	L7	L8
			8	L 3	L 4			

32 teams

- ✓ The teams will be divided into eight groups of four teams.
- ✓ The qualification round will consist of three rounds of two matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:
 - Places from 1 to 8 for the winners of each pool.



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# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C1	5	W 1	W 2	1st - 2nd	W5	W6
2	B1	D1	6	W 3	W 4	3rd - 4th	L5	L6
3	E1	G1	# game	5th - 8th place		5th - 6th	W7	W8
4	F1	H1	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

➤ Places from 9 to 16 the runners-up from each pool

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A2	C2	5	W 1	W 2	9th - 10th	W5	W6
2	B2	D2	6	W 3	W 4	11th - 12th	L5	L6
3	E2	G2	# game	13th - 16th place		13th - 14th	W7	W8
4	F2	H2	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

➤ Places from 17 to 24 for teams ranked 3rd in each pool.

# game	17th - 24th place		# game	17th - 20th place		Final ranking games		
1	A3	C3	5	W 1	W 2	17th - 18th	W5	W6
2	B3	D3	6	W 3	W 4	19th - 20th	L5	L6
3	E3	G3	# game	21st - 24th place		21st - 22nd	W7	W8
4	F3	H3	7	L 1	L 2	23rd - 24th	L7	L8
			8	L 3	L 4			

➤ Places from 25 to 32 for teams ranked 4th in each pool.

# game	25th - 32 nd place		# game	25th - 28 th place		Final ranking games		
1	A4	C4	5	W 1	W 2	25th - 26th	W5	W6
2	B4	D4	6	W 3	W 4	27th - 28th	L5	L6
3	E4	G4	# game	29th - 32 nd place		29th - 30rd	W7	W8
4	F4	H4	7	L 1	L 2	31st - 32nd	L7	L8
			8	L 3	L 4			

*** ISF TC will adjust the system of play according to the final number of the registered teams**

SPECIFIC RULES

The competition will be run in accordance with World Rugby Seven regulations and ISF Rugby Seven rules under the supervision of the ISF Technical Commission for Rugby. At the following link you will find the specifics of the rules of World Rugby Seven for U19:

<https://drive.google.com/drive/folders/1EKf6ZB0tI91lf9MHuKyXKJ36jSwPTcUV?usp=sharing>

- Duration of the match

A game lasts 14 minutes (divided into two halves of a maximum of 7 minutes each), plus lost time.

Half-time is a break of a maximum of 2 minutes.

- Points shall be awarded as follows (qualification games in groups):

- Win = 3 points
- Draw = 1 point
- Match lost = 0 points

- The team package:

- 0 point for the forfeit team with a negative goal average of – 25 (5 tries).
- 3 points for the opponent with a positive goal average of +25 (5 tries).



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RANKING SYSTEM AFTER GROUP PHASE

At the end of the group phase, if two teams from the same group have the same number of ranking points, this will be done by comparing the following points:

1. Result of the particular match between the two teams concerned. The winner will be ranked ahead of the other.

In the event of a tie during the match between the two teams, the classification is then made by comparing the following points:

2. The difference in points (goal-average) over all the group matches
3. The difference in tries over all group matches
4. The number of points scored in all group matches
5. The number of tries scored in all group matches
6. One or more red card(s)
7. The number of yellow card(s) in all group matches

If the tie persists, then this final point of settlement must apply:

8. Coin toss (heads or tails) between team managers.

In the event that the number of teams is not identical in all pools:

- The classification rank in the group is always the first to be considered. The 1st of them are classified between them at the top of the classification, then the 2nd, the 3rd and the 4th.
- The criteria for deciding between teams of the same rank in the different pools are to be considered in the same order as before.

FOUL GAMING

Yellow card:

- Temporary exclusion: 2 minutes (do not retain the qualification card).
 - N.B.: any player who attempts to voluntarily delay the early resumption of play must be penalized with a yellow card.
- A player who accumulates two yellow cards in the same match is definitively excluded from this match and is not authorized to participate in the next match of the tournament.
- A player accumulating three yellow cards during the same tournament is no longer authorized to participate in matches until the end of the tournament (he can however participate at the end of the match in progress, except in the case where he would have accumulated two yellow cards during this one).
 - No additional sporting sanctions will be applied.

Yellow card return on penalty kick:

- Only the team awarded the penalty kick can bring a player who has received a yellow card back into play;
- The team against which the penalty kick is taken may not return a player who has received a yellow card, unless the non-offending team also returns such a player.

Red card:

- A red card leads to the definitive exclusion of the player, who is no longer authorized to participate in matches until the end of the tournament

CASE OF PACKAGES

Single package:

Definition: Can be considered as having forfeited a single match for any team:



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- Failing to appear on the playing area no later than 2 minutes after the time set for the start of the match.
- Refusing to play on the field designated by the ISF LOC.
- Refusing to play due to the absence of the designated referee.
- Not presenting at kick-off the minimum squad required to be able to play a rugby 7s match.
- Leaving the court before the referee's final whistle.

Penalty:

- "Field" points:
 - Team responsible for the package: 0 points
 - Team not responsible for the withdrawal: 3 points
- Brand Points
 - Team responsible for forfeit: minus 25 points (5 tries)
 - Team not responsible for forfeit: 25 points (5 tries)

OTHERS RULES

- Jersey numbers 1-12 must be used. All players must wear the same jersey number throughout the tournament.
- Participating teams must bring their own bibs.
- Match balls: the brand of the official competition ball is Gilbert.
 - Boys: 2 balls Gilbert Kiletica size 5
 - Girls: 2 balls Gilbert Photon size 4
- 2 warm-up balls per team will be provided by the local organizing committee (LOC) before the game; teams needing more than 2 warm-up balls must bring their own extra balls.
- Each team must bring 2 sets of jerseys in two different colors (one dark and one light jersey)

5. DRAW

- The ISF is responsible for establishing, criteria's and fixing timing of the draw.
- The ISF Technical Commission is responsible of the draw.
- The draw will take into account results achieved in previous ISF Rugby Seven competitions and any other information relevant to ISF.

6. PROTESTS AND APPEALS

Appeals involving results or any matter not concerning discipline will be heard by the Appeal Jury. The appeal must be lodged within 30 minutes of the incident and be submitted in English to the TC. The payment of amount 50€ must accompany the appeal and is to be paid to LOC in cash. This payment will be refunded only if the appeal is upheld or at the discretion of the Appeal Jury. In the case of an unsuccessful appeal, the payment will be retained by the ISF.



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