



TERMS OF PARTICIPATION
HSBC World Rugby Women's Sevens Series 2018

Section 5 – Tournament Rules

5 Tournament Rules

5.1 World Rugby Laws and Regulations

The Tournament shall be played according to the World Rugby *Laws of the Game* and the *World Rugby Regulations Relating to the Game* in force at the time of the Tournament, subject to additional specifications contained in these Terms of Participation and subsequent communications of World Rugby. These Laws and Regulations can be found on the World Rugby website: www.worldrugby.org

As set out in the Foreword, the World Rugby Anti-Corruption and Betting Regulations (World Rugby Regulation 6) as in force from time to time apply to the Tournament, all Team Members, Union/World Rugby personnel and Match Officials. These Regulations impose a number of restrictions and obligations on Team Members (including Team Management) in relation to betting, inside information and reporting, in particular. See section 4.6 for further details and requirements from Teams.

5.2 Series Format

The Series will be a 12 Team (11 core teams and 1 invitational team in each tournament to be determined by World Rugby) league format comprising 5 tournaments.

Part of the Series for 2018 will be used for seeding Series Core Teams for the Rugby World Cup Sevens 2018. A circular will be sent to teams as soon as this information with the relevant dates is confirmed.

5.2.1 Promotion and Relegation

Teams may be relegated at the end of the Series and other teams promoted to Series through a qualification process. Further information regarding relegation and promotion will follow.

5.2.2 Series ranking

All teams participating in the Series will receive competition points according to their ranking at the end of each tournament. The overall winner of the Series will be determined by the Team with the most points as set out in the Series table below:

(a) Series Point System

	Points
Cup Winner & Gold Medallist	20
Cup Finalist & Silver Medallist	18
Bronze Medal Match Winner	16
Bronze Medal Match Finalist	14
5 th Place Match Winner	12
5 th Place Match Finalist	10
5 th Place Match Semi Finalist	8
5 th Place Match Semi Finalist	8
Challenge Trophy Winner	4
Challenge Trophy Finalist	3
Challenge Trophy Semi-Finalist	2
Challenge Trophy Semi-Finalist	1

In the event of a Tournament being abandoned, there will be no Series points allocated.

(b) Criteria of resolution

- (i) In the event of two or more Teams being equal on points for any position on the Series table, the Team which has the highest margin or points scored for and points scored against in all the Series Matches shall be the higher ranked;
- (ii) In the event of (i) above not providing a decision, the Team which has the best difference between tries scored for and tries scored against in all its Series Matches shall be the higher ranked;
- (iii) In the event of (ii) above not providing a decision, the position on the Series table will be considered equal (i.e. a tie).

5.3 Tournament Format

All the tournaments in the Series follow the same format with a pool and a knock-out stage.

5.3.1 Pool phase

(a) Pools structure

Before each tournament, the twelve teams will be placed in 3 pools of 4 teams. For Dubai, the pool seeding will be based on the Final ranking of the 2016-17 Series. For all subsequent events, seeding will be based on the final ranking from the previous Tournament.

Pool A	Pool B	Pool C
Seed 1	Seed 2	Seed 3
Seed 6	Seed 5	Seed 4
Seed 7	Seed 8	Seed 9
Seed 12	Seed 11	Seed 10

(b) Pool Rounds Match Scheduling

Pool matches will flow from Pool C teams to Pool B and with Pool A teams finishing off each round of pool matches. The matches for each round of pool matches will follow the ranked teams as follows:

- 2 vs 3 followed by 1 v 4
- 2 vs 4 followed by 1 v 3
- 3 vs 4 followed by 1 v 2

The first round of pool matches will then look like this;

- C2 vs C3
- C1 vs C4
- B2 vs B3
- B1 vs B4
- A2 vs A3
- A1 vs A4

Scheduling of the Pool matches can be altered when considered necessary for broadcasting reasons or to hold spectators in the stadium until the end on Day 1. For example, if the home team is "C1", then the flow of pool matches will be from B to A and finishing with C.

(c) Match Point System

Teams will play each other in each Pool on a round robin basis. Match points will be awarded for each pool match on the following basis:

Win	=	3 Points
Draw	=	2 Points
Loss	=	1 Point
No Show	=	0 Points

No extra time shall be played during the pool phase.

(d) Ranking at the conclusion of the pool phase

At the conclusion of the Pool phase, the Teams in a pool are ranked one through four based on their cumulative match points, and identified respectively as winner, runner up, third and fourth.

Pool A	Pool B	Pool C
A1: winner	B1: winner	C1: winner
A2: runner-up	B2: runner-up	C2: runner-up
A3: third	B3: third	C3: third
A4: fourth	B4: fourth	C4: fourth

If, at the completion of the Pool phase, two teams are equal on match points, the winner of the match in which the two tied Teams have played each other will be the higher ranked.

If, at the completion of the Pool phase, two teams have played each other resulting in a draw OR more than two Teams are level on Match points, the following criteria will be used in the following order until one of the Teams can be determined as the higher ranked:

- (i) the Team which has the best difference between points scored for and points scored against in all its Pool Matches in that Tournament will be the higher ranked;
- (ii) the Team which has the best difference between tries scored for and tries scored against in all its Pool Matches shall be the higher ranked;
- (iii) the Team which has scored most points in all its Pool Matches shall be the higher ranked;
- (iv) the Team which has scored most tries in all its Pool Matches shall be the higher ranked; and
- (v) if none of the above produce a result, then it will be resolved with a toss of a coin.

5.3.2 Knock-out phase

- (a) Eight teams will play quarter finals in the Cup competition. The draw for the quarter finals of the Cup will be;

QF 1	A1 v 2nd best 3rd place
QF 2	B1 v best 3rd place
QF 3	C1 v A2
QF 4	B2 v C2

- (b) The remaining four teams will play semi-finals for the Bowl competition. The draw for the semi-finals of the Bowl will be;

SFB 1	3rd best 3rd place v 3rd best 4th place
SFB2	Best 4th place v 2nd best 4th place

In order to rank the 3rd placed teams and the 4th placed teams across the pools, the criteria set out in points (i) to (v) will apply.

- (c) The winners of the Cup quarter finals will go on to play Cup semi-finals. The draw for the semi-finals will be;

SF1	Winner QF1 v Winner QF4
SF2	Winner QF2 v Winner QF3

- (d) The losers of the Cup quarter finals will go on to play in the Plate semi-finals. The draw for the Plate semi-finals will be;

PSF1	Loser QF1 v Loser QF4
PSF2	Loser QF2 v Loser QF3

- (e) The winners of the Cup semi-finals will compete for the Cup (first place). The losers of the Cup semi-finals will compete for third place.

The winners of the Plate semi-final will compete for the Plate (fifth place). The losers of the Plate semi-finals will compete for seventh place

The winners of the Bowl semi-finals will compete for the Bowl (ninth place). The losers of the Bowl semi-finals will compete for eleventh place.

5.3.3 Match Duration and knock-out match resolution

- (a) Except for the Cup Final match which will be seven minutes each half with a two-minute half time interval, the duration of all Matches will be seven minutes each half with a two-minute half time interval.
- (b) During the knock-out competitions, in the event of a match being drawn at the end of normal time, sudden death (next score wins) / extra time will be played until a winner is determined. A two (2) minute water break will be held at the end of normal time.
- (c) The extra time is played 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.
- (d) A toss by the Team Managers and the Referee will be conducted to determine which team will kick off the commencement of the extra time and chose which end the team will kick off from.

5.4 Refusal to play and expelled teams

- (a) If a Team wilfully refuses to play, or wilfully abandons a Match in progress, without the prior consent of the referee, then, subject to confirmation by the Disputes Committees, that Team will be expelled from the Tournament.
- (b) If a Team has been expelled from the Tournament, for whatever reason, then

- (i) 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
- (ii) for the purposes of determining standings in the pool phase, all Match results against such Team shall be deemed null and void. This means that all pool competition 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 table.

5.5 Cancelled and abandoned matches

Apart from the wilful abandonment of a Match and subsequent expulsion under Section 5.4 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:

- (a) Where a 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.
- (b) Where a pool Match has been abandoned during the first half the result shall be declared a draw. In this instance, 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
- (c) In the knock-out phase, if the Teams are drawn, the winner shall be determined in accordance with the following criteria, in the following order:
 - (i) the Team which has scored most tries during the Match is declared the winner;
 - (ii) the Team that has scored most points during the Tournament is declared the winner;
 - (iii) the Team which has scored most tries during the Tournament is declared the winner;
 - (iv) the Team that has received less red cards during the Match is declared the winner;
 - (v) the Team that has received less yellow cards during the Match is declared winner;
 - (vi) the Team that has received less red cards during the Tournament is declared the winner;
 - (vii) the Team that has received less yellow cards during the Tournament is declared winner;
 - (viii) if none of the above produce a result, then the winner will be determined with a toss of a coin.

As per the Laws of the Game (Variations Seven-a-side), a match cannot be played or continued to be played if one of the teams has less than 5 players available to play e.g. injury, illness or player sanctions. In this case, the Tournament Director shall refer the matter to the designated Tournament Disputes Committee who will, make the decision on the result of the Match, taking into account the time in the Match when the number of available Players was reduced to fewer than 5, and the circumstances of the Match at the time. The provisions of Section 13 shall apply to such process.

5.6 Officials

World Rugby shall appoint or procure the appointment of relevant officials for the Tournament in respect of the certain matters. Officials will be present at the Tournament for the following duties:

- (a) For the administration and implementation of the Tournament Anti-Doping Programme

- (b) For the administration and implementation of the Series Disciplinary Regulations
- (c) For refereeing duties and related matters, a Match Official Manager, Referees, assistant referees, in-goal referees, technical zone managers, referee performance reviewers and referee coach
- (d) A Tournament Team Doctor and support staff for each match
- (e) For the management of the Series and its tournaments, a World Rugby Tournament Director
- (f) Interpreters - The Liaison Officer may act as Interpreter.

5.7 Team Kit Specifications

5.7.1 Specifications on team kit, clothing and equipment

- (a) All clothing and equipment used for playing by Players participating in the Series must comply with the Team Kit Guidelines set out in point b below and World Rugby Regulation 11. These specifications relate to all clothing worn in the Tournament Match Venue including media interviews. Further, any advertising on the Team Kit shall comply at all times with applicable local laws including in relation to advertising standards with respect to regulated industries, for example, gambling, alcohol and tobacco.
- (b) The designated size of marks shall be calculated by drawing a block around the outline of the mark as displayed on the item and includes any blank space(s) within the block.



Table 1

Item	Jersey/Tracksuit/ Warm-up top ("Top")		Shorts/ Tracksuit bottoms		Socks	
	Amount	Max size cm ²	Amount	Max size cm ²	Amount	Max size cm ²
Union Emblem/ Crest	1	100	1	100	No	No
Team Emblem/ National Flag	1	100	No	No	No	No
Competition Mark	1	100	No	No	No	No

Item	Jersey/Tracksuit/ Warm-up top ("Top")		Shorts/ Tracksuit bottoms		Socks	
	Amount	Max size cm ²	Amount	Max size cm ²	Amount	Max size cm ²
Advertising Mark	1 ¹ (front)	300 (front) ²	2	100 (both on back)	No	No
	1 ¹ (back)	180 (back) ²				
Manufacturer Mark	1	100	1	80	1	15

¹ Subject to Regulation 11.2.2.

² The 300cm² and 180cm² are the maximum total sizes permitted regardless of whether one or, pursuant to Regulation 11.3.2, two Advertising Marks appear.

Tournaments Branding Player Jersey




PATCH

World Rugby regulation 11 outlines that the competition mark on a jersey sleeve must not exceed 100cm² in total.

Patch size including mark and white background must be at least 100mm wide and produced to scale from the tournament mark artwork provided by World Rugby.

84mm high x 100mm wide = 84cm²




DIRECT

When the tournament mark is printed directly on to the jersey the mark must not exceed 90mm in height and be printed to scale from the tournament mark artwork provided by World Rugby.

90mm high = > 100cm²




A positive version of the mark is for printing on light blue jersey colours. The wordmark "World Rugby" is always reproduced in black.

A negative version of the mark is for printing on dark blue jersey colours. The wordmark "World Rugby" is always reproduced in white.

WORLD RUGBY TOURNAMENTS BRAND GUIDE

The suggested locations for marks displayed on Team kit are set out in Diagram 1.1 and 1.2 below:

Colour References

Green	Union Emblem/Crest
Red	Competition Mark
Yellow	Advertising Mark
Blue	Manufacturer Mark
Pink	Team Emblem/National Flag

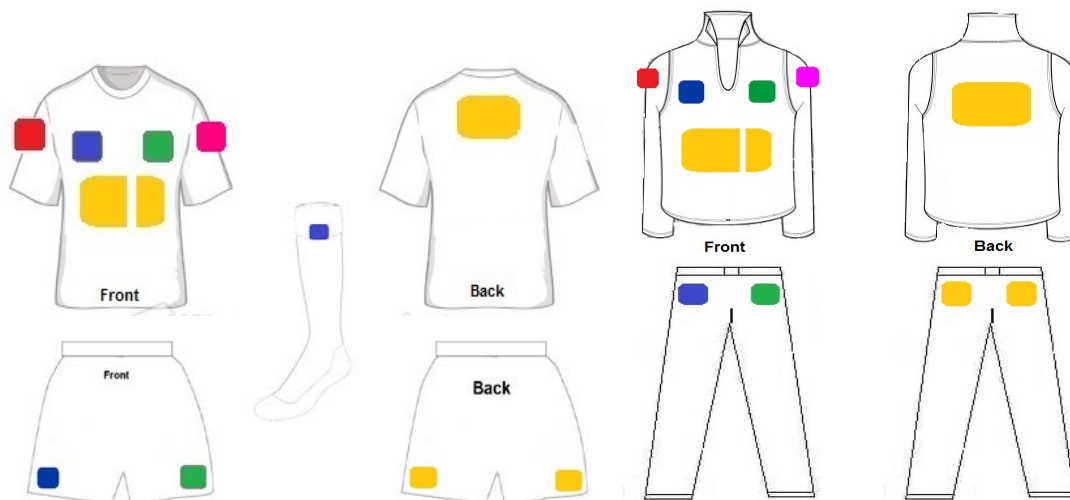


Diagram 1.1

Diagram 1.2

- (c) The sizes permitted for the Advertising Mark on Players' Tops may be separated into two Advertising Marks which must appear together on each of the front and/or on the back of the Top provided always that the sum total of the Advertising Marks complies with the maximum size limit stipulated (that is, total of 300cm² on the front of the Top and 180cm² on the back of the Top). The Advertising Mark(s) are not required to be the same.
- (d) A Player's number and/or name may appear once on any item of Team kit (excluding socks) set out above. The number must appear clearly visible on the back of Players' jerseys. No number or name anywhere on Team kit may display a mark(s).
- (e) Diagram 1.3 depicts the Marks which are permitted to be displayed on base layers, shoulder and chest pads and boots worn on the playing enclosure in International Matches (by Players and Match Officials) and the stipulated locations, subject to the further restrictions set out below:
- (i) The Manufacturer Mark must not exceed 25cm². Strictly subject to (ii) below this may be placed once on each item in the locations stipulated in the diagram above only and no other logo may be visible outside the jersey and shorts.
 - (ii) Players may not wear a base layer top and shoulder or chest padding where both, when worn together, visibly display a Manufacturer's Mark. Only one Manufacturer's Mark may be visibly displayed in total on such items however many are worn.
 - (iii) The base layer shorts must not extend over or below the knee. The base layer top and shorts must be either black or the same colour as the predominant colour of the jersey or shorts worn respectively.

(iv) No other Marks may be displayed on base layers and shoulder and chest pads.

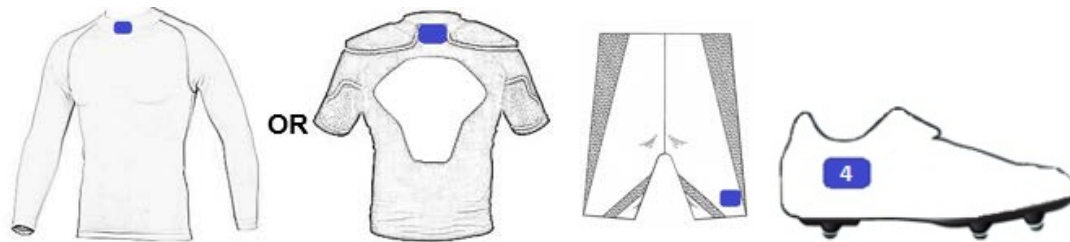


Diagram 1.3

(f) With regard to boots, the Manufacturer Mark, name and/or emblem may be displayed on boots. The given name(s), surname(s), or initials, the number of International Match Caps, and, in the case of Players only the Team Emblem/National Flag, may also be displayed once on each boot. No other Marks, including commercial name(s), Advertising Mark(s), and/or social media identifiers or similar, may be displayed on boots. The suggested location for the Manufacturer Mark displayed on boots is set out in the diagram above.

Full details of the Regulation relating to logos, trademarks, emblems and names on clothing is available in Regulation 11 on the World Rugby website www.worldrugby.org.

5.7.2 Provision of team kit schematics and samples of playing jerseys

Participating Unions must provide the electronic schematic (section 16 Form F) design of the playing kits (jersey, shorts and socks) outlined below and any tracksuits or other items which will be worn at the Tournament. The schematic should be submitted **at least 21 days prior to the Team's arrival at the Tournament** as per the details in section 3.1. This submission and approvals process will allow the identification of any issues with compliance with the Terms of Participation and potential clashes between playing kits.

Example



Please complete your Teams **primary kit and secondary kit** in accordance with the schematic above, using Form F from Section 16 of these Terms of Participation. Please save your artwork as a PNG file.

5.7.3 Team kit insurance

The Participating Union, or individual Members of its Team shall during the Tournament Term, make its or their own arrangements for, and bear the costs of, insurance against loss of the

Team Kit and all personal baggage and effects (including money). The Participating Union is responsible for ensuring that all such insurance is effected and maintained.

5.7.4 On-Field Presentation

- (a) Teams and Players must participate in Tournaments in their national sevens Team strip, which must be registered with the Series Director prior to the commencement of the Tournament. All Players in a Team must wear the same jersey, shorts and socks that are of a standard commensurate with the prestige of an international rugby Match and in compliance with World Rugby Regulation 11.
- (b) Teams must have an alternate set of jerseys, shorts and socks to wear for games where there is a colour clash. The alternate set of jerseys, shorts and socks must be submitted and approved pursuant to Section 5.7.2 and must also be registered with the Series Director as per the requirements for kit in this Section 5.
- (c) In the event of any part of the kit using strips, cheques or pattern of any kind, the item of kit should have one predominant colour. If the pattern is on area of the kit, the predominant colour should be reflected throughout the item of the kit. The alternative kit should also have one predominant but contrasting colour. Teams are reminded that base layers must be either black or the predominant colour of the jersey or shorts.
- (d) For any Match where there is a colour clash, the Team wearing the alternate kit will be determined by the Series Director.
- (e) Squad numbers (1-12) will be assigned to all Players who participate in any Match in a Tournament in the Series. Once assigned a number, a Player will retain such number for the duration of the Tournament. Numbers must be of a sufficient size and suitable design, preferably white if on coloured shirts and black if on white shirts, so as to be clearly identifiable from commentary and Match tracking positions in the stands. Please note that in the case where the jersey has either a hoop or patterned design, the numbers must have a white background and border in order to ensure that Players can be clearly identified. The alternate set of jerseys must also be clearly numbered 1-12.

5.8 Substitutions

- (a) Definitions
 - (i) Substitution = a player who replaces a team mate for tactical reasons
 - (ii) Replacement = a player who replaces an injured team mate.
- (b) Law amendment

At their interim meeting in October 2015, the World Rugby Council agreed to the introduction of a rolling substitute system for the HSBC World Rugby Sevens Series 2016 and 2017 on a trial basis. This trial has been extended for the Season 2018. The Sevens Variation Law which will be applied in the trial is as follows.

Section 3 - Sevens Law Variations

3.4 Players nominated as substitutes

- A team may nominate up to five replacements/substitutes.
- A team may substitute or replace up to five players.

- A team may substitute the same player more than once as long as no more than 5 substitutions are made in total. See 3.13 for exception

3.13 Substituted players rejoining the match

If a player is substituted, that player may return and play in that match under the following circumstances:

- Up to 5 tactical substitutions per game
- In addition to which players may return to play when replacing:
 - a player with a blood injury in accordance with Law 3.10
 - a player undertaking a Head Injury Assessment in accordance with Law 3.11.

5.9 Field of Play

Only Players, the referee, assistant referees, water carriers (as per Section 5.11(b)) and medically trained persons (see minimum requirements in Section 9), in order to tend to an injured Player may enter the playing area. During the interval coaches, water carriers and camera crews may enter the playing area but they must leave before resumption of play and must not do anything to delay the punctual resumption of play.

5.10 Coin Toss

The coin toss to decide who will kick off and to choose ends for the first match of each day will take place 10 minutes before the start of the first match (or first match after a pause in the schedule) and thereafter at half time in the preceding Match. The toss shall be conducted by the referee with a representative of each Team in attendance.

5.11 Technical Zone

- (a) Each Team is allowed to have the following 3 personnel in the technical zone during their Matches: Coach, Team Manager, Medic/Physiotherapist and five reserve Players. One additional person who is either a medical or a coaching member of the Team and whose responsibility has previously been notified to the Tournament Director as per Section 4.3 of this Terms of Participation, (and listed on Form C in Section 16) will be permitted in the technical zone. Medic(s)/physiotherapist(s) who do not want to act as a water carrier will be asked to wear a distinctive coloured "medic" bib(s) that will be provided. This will mean the medic/physiotherapist can only enter the pitch for immediate pitch care to players and not to carry water.
- (b) A maximum of three squad members accredited to be in the technical zone are allowed to enter the field of play for the purposes of water carrying (which is only permitted when play is stopped for an injury or when a try has been scored). The water carriers must wear the technical zone water carrier bibs provided by World Rugby at all times. Please note that the Team Manager and Coach are not permitted to enter the Field of Play other than during half-time and in the break prior to the commencement of any extra time.
- (c) Team medic(s), as described in (a) above, are permitted to follow play along the touchlines, on the technical zone side of the field of play, and on the far side depending on the number of medics assigned to the team. These are classified as roaming medics.
- (d) Except as specified in (b) and (c) above or as otherwise allowed under the laws and regulations of the game, all non-playing personnel must remain inside the technical zone, which will be clearly marked.

5.12 Playing Restrictions

The participating Union agrees to the requirements of Section 15 clause 2.6(b) with regard to non-Series international rugby sevens fixtures.

5.13 Variations

- (a) Subject to (b) below, World Rugby reserves the right from time to time before and during the Tournament to make or vary rules and give directions as to the conduct of the Tournament, the conduct of the Participating Union and each Member of the Team. All such rules and directions when made and communicated will become binding on the Participating Union and each Member of its Team.
- (b) This Section 5.13 (b) is intended to allow World Rugby to take such action as it considers necessary in the best interests of the Series to maintain its integrity and to respond to events. This is implemented in accordance with the following provisions:
 - (i) Variations of the Terms of Participation, rules or directions shall not be retrospective and shall apply uniformly across all Participating Unions and Team Members. Variations of the Terms of Participation, rules or directions in accordance with this Section 5.13 shall be communicated in writing and shall be binding on the Company.

Where it is practicable to do so, World Rugby shall seek to consult with Participating Unions in relation to variations of the Terms of Participation, rules or directions, but such consultation shall not limit the rights of World Rugby under the Terms of Participation. Any variation to the Terms of Participation shall be communicated in writing.