

EUROPEAN VII CIRCUIT MANUAL 2003

CONTENTS

Section 1	Introduction
Section 2	The Manual
Section 3	The Schedule for 2003
Section 4	European VII Circuit Contact List
Section 5	Tournaments Contact List
Section 6	Team Contact List
Section 7	European VII Circuit Structure - Rules
Section 8	Tournament Rules - 8 Teams
Section 9	Tournament Rules - 10 Teams
Section 10	Tournament Rules - 12 Teams
Section 11	Disciplinary Procedures
Section 12	Anti Doping
Section 13	Eligibility

EUROPEAN VII CIRCUIT 2003

SECTION 1

INTRODUCTION

INTRODUCTION

Welcome to this new European VII Circuit.

This new Circuit has the official IRB agreement and is to start in the best structure as soon as May 2003.

First of all, I would like to thank all the Host Unions for their precious collaboration together with the local organisers as they all accepted to join us and participate in this European adventure.

The organisation of such Tournaments is a very satisfying experience but requires a full commitment. It is a heavy task and this is the reason why I would like to thank all the volunteers who will facilitate the greeting and hosting of all the Participating Unions and therefore contribute to the success of this competition.

35 Participating Unions
850 Players
10 Tournaments including the Final Tournament
to be held in Heidelberg next 16 August for the European Title.

The Heidelberg event shall conclude two months of matches across Europe.

This exciting Rugby Sevens project of Tournaments is best suited for the friendly atmosphere that is specific of our Game. This project is also an important instrument in our Development policy.

I wish you all real moments of happiness, fraternity, of fair and loyal competition for the image and the future of this European Circuit.

Jean-Claude BAQUE
FIRA AER Chairman

SECTION 2

THE MANUAL

2.1 The Use of the European VII Circuit Manual

This Manual has been prepared to assist the Unions, the Tournaments Directors, Teams Managers on all aspects of the Tournament. All parties concerned should be familiar with the contents of the **Manual** and have it readily accessible during all IRB Sevens Tournaments. The procedures set out in the Manual should be followed at all times.

SECTION 3

THE SCHEDULE FOR 2003

THE SCHEDULE

DATE	Host Union	Venue
17 MAY 2003	NETHERLANDS	AMSTERDAM
24 MAY 2003	CZECH REPUBLIC	PRAGUE
24 MAY 2003	FRANCE	LUNEL
31 MAY 2003	POLAND	SOPOT
7 JUNE 2003	CROATIA	MAKARSKA
14 JUNE 2003	SPAIN	MADRID
21 JUNE 2003	PORTUGAL	LISBON
28 JUNE 2003	HUNGARY	BUDAPEST
28 JUNE 2003	GEORGIA	BILISSI
16 AUGUST 2003	GERMANY	HEIDELBERG

Venues	Dates	Obligation 1: Travel + Accommodation Funded by the Host Union	Obligation 2: Accommodation Funded by the Host Union	Option 3: To be negotiated with the Host Union
AMSTERDAM 10	17 May 03	Denmark Lithuania Norway Luxembourg	Belgium Pays Bas Germany Georgia France (Dev)	Scotland (Dev)
PRAGUE 8 - 10	24 May 03	Bosnia H Hungary Latvia	Germany Austria Czech Rep Romania Poland	Russia
LUNEL 10	24 May 03	Belgium Bulgaria Armenia Suisse	Spain Georgia Pays bas Portugal	Scotland (Dev) France (Dev)
SOPOT 8	31 May 03	Yugoslavia Latvia Lithuania Ukraine	Sweden Denmark Poland France (Dev)	
MAKARSKA 8	7 June 03	Bulgaria Moldavia Slovenia Armenia	Croatia Suisse Romania Italy (Dev)	
MADRID 8	14 June 03	Belgium Malta Israel Netherlands	Portugal Spain France (Dev) Italy (Dev)	
LISBONNE 8	21 June 03	Israel Malta Croatia Luxembourg	Spain Portugal Italy (Dev) France (Dev)	
BUDAPEST 12	28 June 03	Bosnia Slovenia Norway Sweden	Austria Hungary Romania Czech Rep Croatia Yugoslavia	Scotland(Dev) France (Dev)
TBILISSI 10	28 June 03	Israel Armenia Ukraine Bulgaria	Georgia Russia Moldavia France (Dev) Italy (Dev)	Romania
HEIDELBERG	16 August 03	<i>Final Tournament</i>		12 nations

	Teams	Tournament	Tournament	Tournament	Tournament	Tournament	Tournament
1	Germany	Amsterdam	Prague				
2	Armenie	Makarska	<i>Tbilissi</i>	Lunel			
3	Austria	Prague	<i>Budapest</i>				
4	Belgium	Amsterdam	Lunel	Madrid			
5	Bosnia	Prague	<i>Budapest</i>				
6	Bulgaria	Makarska	<i>Tbilissi</i>	Lunel			
7	Croatia	Lisbon	<i>Makarska</i>	Budapest			
8	Denmark	Amsterdam	Sopot				
9	Scotland	Amsterdam	Lunel	Budapest			
10	Spain	Lunel	<i>Madrid</i>	Lisbon			
11	Finland						
12	France	Amsterdam	<i>Lunel</i>	Madrid	Sopot	Tbilissi	Lisbon + Budapest
13	Georgia	Amsterdam	Lunel	Tbilissi			
14	Greece						
15	Hungary	Prague	<i>Budapest</i>				
16	Israel	Madrid	<i>Tbilissi</i>	Lisbonne			
17	Italy	Madrid	<i>Makarska</i>	Tbilissi	Lisbon		
18	Latvia	Prague	<i>Sopot</i>				
19	Lithuania	Amsterdam	Sopot				
20	Luxembourg	Amsterdam	Lisbon				
21	Malta	Madrid	<i>Lisbon</i>				
22	Moldavia	Makarska	<i>Tbilissi</i>				
23	Monaco						
24	Norway	Amsterdam	Budapest				
25	Netherlands	Amsterdam	Madrid	Lunel			
26	Poland	Prague	<i>Sopot</i>				
27	Portugal	Lunel	<i>Madrid</i>	Lisbon			
28	Czech Rep	Prague	<i>Budapest</i>				
29	Romania	Makarska	<i>Prague</i>	Tbilissi	Budapest		
30	Russia	Prague	<i>Tbilissi</i>				
31	Slovenia	Makarska	<i>Budapest</i>				
32	Swede	Budapest	<i>Sopot</i>				
33	Switzerland	Lunel	<i>Makarska</i>				
34	Ukraine	<i>Tbilissi</i>	Sopot				
35	Yugoslavia	Sopot	<i>Budapest</i>				

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EUROPEAN VII CIRCUIT 2003

SECTION 7

STRUCTURE: RULES

Participation Rules / Ranking / Ranking for the Final Tournament

- A Teams are required to participate in at least 2 Tournaments to be classified at the end of the 9 Tournaments.
- B Only the 2 best results will be taken into account for Teams participating in more than 2 Tournaments.
- C Only Unions participating in 15's competitions may participate in the European VII Circuit. VI Nations Teams may participate in the Circuit with a Development Team. In addition, for development of the Game purposes, "new nations" may register a Team.
- D For the final classification, the number of points gained in each Tournament shall be totalled.
- E The top 11 nations in the ranking shall be qualified for the Final Tournament in Heidelberg, in August 2003 as well as the Host Union. The Host Union shall participate in at least 2 Tournaments, without any ranking requirement.
- F Only Tournaments with 8, 10 or 12 Participating Unions shall be taken into account. Should a Team withdraw from a Tournament, such Host Union shall be able to include another Team to have 8, 10 or 12 Participating Unions. Such replacement Team shall participate in the competition but shall not be taken into account for the final ranking. For instance, should the replacement Team be ranked 5th, the Teams ranked below will be promoted to a higher ranking: the 6th shall be ranked 5th, the Team ranked 7th shall be ranked 6th etc.

7.1 European VII Circuit Rules

All matches shall be played according to the International Rugby Board (IRB) Bye Laws, Regulations and Laws of the Game with Seven-a-side variations as framed by IRB.

- 7.2** The 12 Teams qualified for the Final Tournament to be played in Heidelberg shall be the 11 Teams that have totalled the least number of points in pursuant to the below Table (the 2 best results shall be taken into account) and Germany, automatically qualified for the 2003 Final Tournament:

(i) Table

Ranking	8 Tournament Teams		10 Tournament Teams		12 Tournament Teams	
	Competition	Points	Competition	Points	Competition	Points
1	Cup	0	Cup	0	Cup	0
2	Cup	2	Cup	2	Cup	2
3	Plate	6	Cup	3	Cup	3
4	Plate	8	Cup	4	Cup	4
5	Bowl	12	Plate	6	Plate	6
6	Bowl	14	Plate	8	Plate	8
7		16	Plate	10	Plate	10
8		16	Plate	12	Plate	10
9			Bowl	14	Bowl	12
10			Bowl	16	Bowl	14
11					Bowl	16
12					Bowl	16

- (ii) In the event of two or more teams being equal on Circuit points for any position on the Circuit table, such position shall be determined on the margin of points scored for and against the team, with the highest margin of points scored for and against being considered the leading team in the respective position.
- (iii) In the event of (ii) above not providing a decision, the position on the Circuit table will be determined on the basis of the team scoring the most tries in the 2 Tournaments that shall have been taken into account for the ranking.
- (iv) In the event of (iii) above not providing a decision, the position on the Circuit table will be considered according to the highest number of participations in the European VII Circuit. For instance, a Team that has participated in 4 Tournaments shall be ranked higher than a Team that has participated in 2 Tournaments.
- (v) In the event of (iv) above not providing a decision, the ranking shall be determined by toss carried out by the European VII Circuit Manager.
- (vi) In the event of a tournament being abandoned, there will be no Circuit points allocated.**

7.3 Tournament Squads

- (i) All teams will be entitled to have the following squads in attendance at European VII Circuit Tournaments:
 - up to 10 players;
 - up to 2 management;
 - teams will be entitled to bring a properly certified doctor or physiotherapist (among the above 2 management persons);

7.4 Declaration of Squads

- (i) **The team manager shall be required to submit a squad (max 10 players) for the tournament on the form contained in this section. The squad including shirt numbers shall be submitted no later than 12 hours prior to the start of the tournament.**

Should a player become injured within the 24-hour period up until 7.00pm on the night prior to the start of the tournament then the player may be replaced at the Participating Union's cost provided he is certified as injured by the tournament doctor.

- (ii) If a participating team sends a player home (for any reason) after 7.00pm on the night before the tournament then a replacement player must come from the Reserve Pool.
- (iii) If a participating team prior to squad declaration sends a player home (for any reason) the participating team can bring another eligible player into his squad at the expense of the participating team.
- (iv) No later than 30 minutes prior to each Match the Team Manager must submit his Team of 7 players and up to 3 replacements from the squad.
- (v) Team managers must ensure that all players representing their Union are eligible to do so in accordance with International Rugby Board (IRB) Bye Laws and Regulations.
- (vi) **Players must retain the same shirt number throughout the Tournament and Series.**

7.5 Tournament Replacements

If a player is injured such that he cannot continue in the Tournament subject to such injury being certified by the Tournament Medical Officer, then;

- (i) The participating team can call up a player from the Tournament Reserve Squad provided by the Host Union.
- (ii) The player shall be selected by the Team Manager and endorsed by the Tournament Director or his nominee, having regard to the playing position of the participating team's injured/suspended player.
- (iii) A Tournament Reserve Squad player can only take the field (in the playing Seven) in a match if the participating team through injury or suspension has no other players available from its nominated twelve players.

- (iv) Once the Reserve Squad player takes the field then the player that he replaced may no longer take any further part in the Tournament.
- (v) The replacement player must then stay with that team until the Tournament ends.
- (vi) For the avoidance of doubt, if, during the Tournament pursuant to this section 7.5, a Tournament Reserve Squad player is called up for and plays for a Participating Union in the Tournament, such player's eligibility under Regulation 8 of the IRB Regulations Relating to the Game (Regulations) shall not be affected. In addition, the Union calling on such a player shall not be deemed to be in breach of Regulation 8.
- (vii) The co-ordination and registering of the tournament replacement players (including timings) shall be through the Tournament Director or his nominee.

7.5.1 Each Tournament is required to conduct a meeting of Team representatives at least 2 hours prior to the commencement of the Tournament.

Each team is required to send at least one representative to the meeting.

7.6 Disputes

7.6.1 Tournament Director

The Tournament Director shall deal with minor complaints and disputes relating to the day-to-day administration and management of the Tournament but shall refer all complaints and disputes which are not, in the opinion of the Tournament Director, of such a nature to the Disputes Committee in accordance with clause 7.6.2.

7.6.2 Constitution of Disputes Committees and notification of complaints

- (a) Subject to clause 7.6.1 above, FIRA AER shall appoint a Disputes Committee to deal with those disputes relating to the Tournament. The Disputes Committee shall ordinarily comprise two representatives appointed by FIRA AER (one of whom shall also act as Chairman) and one representative of the Tournament. The Tournament shall provide and/or arrange such facilities as are necessary for the Disputes Committee such as typing, meeting room, and interpreter.
- (b) Subject to the provisions of this Manual and the provisions of the Disciplinary and Anti-Doping Regulations, the Disputes Committee shall conduct all of its activities in accordance with IRB Bye-Laws, Regulations Relating to the Game and/or the Laws of the Game as may be appropriate.
- (c) Formal notice of any complaint and/or dispute and all relevant documentation and materials relating thereto should be lodged with the Tournament Director with a copy to the Participating Union, within 2 hours after the complainant becomes aware of the incident/issue giving rise to the dispute. Subject to clause 7.6.1 above, the Tournament Director shall pass copies of all such documentation and materials to the Chairman of the Disputes Committee.

7.6.3 Powers of Disputes Committee

In relation to disputes handled by the Disputes Committee, the Disputes Committee shall have power to determine all issues of any nature arising in connection with the conduct of the Tournament including but not limited to disputes, disagreements or the interpretation or performance of the rules of the Tournament and matters covered in the Tournament Manual between and among Participating Unions, the Host Union, FIRA AER, Members of the Teams, Referees, the Tournament Director and all other persons, institutions and companies involved in the Tournament.

7.6.4 Procedures

The Disputes Committee shall have full discretion as to its procedures and as to what evidence it may require. The Disputes Committee will not be bound by judicial rules governing the procedure or the admissibility of evidence provided that the proceedings are conducted in a fair manner with a reasonable opportunity for each party to present its case.

7.6.5 Sanctions

The following sanctions shall be available to the Disputes Committee:

- (i) to expel a Participating Union and its Team from the remainder of the Tournament; and/or**
- (ii) to expel any Member of a Team from the remainder of the Tournament; and/or**
- (iii) to suspend or otherwise discipline a Participating Union and/or its Team and/or any Member of a Team; and/or**
- (iv) to require the payment or repayment of any sum by a Participating Union and/or Team and/or any Member of a Team and to impose fines on the same; and/or**
- (v) to cancel and/or vary the result of a Match and/or the points awarded in relation thereto; and/or**
- (vi) to caution, reprimand and warn as to future conduct any Participating Union and/or Team and/or any Member of any Team; and/or**
- (vii) to impose such other punishment, penalty, restriction or other terms as it considers appropriate sanction.**

7.6.6 Miscellaneous

- (a) The Disputes Committee may also carry out the following functions:
 - (1) act as an Appeal Committee for decisions made pursuant to the provisions of the Disciplinary Manual and the Anti-Doping Manual ; and/or
 - (2) exercise such other powers necessary or incidental; and/or
 - (2) hear and decide such other matters as FIRA AER may from time to time refer to the Disputes Committee for adjudication.
- (d) The decision of the Disputes Committee shall be final and binding immediately upon notification to the parties.



NATION:
UNION:

GROUPE
GROUP

LISTE D'INSCRIPTION DES JOUEURS PARTICIPANT AU TOURNOI A VII
LIST OF PARTICIPATING PLAYERS

TOURNOI DE:.....
TOURNAMENT:.....

<u>N°</u>	<u>NOMS</u> <u>FAMILY NAMES</u>	<u>Prénom</u> <u>First Names</u>	<u>Date de naissance</u> <u>Date of birth</u>	<u>Numéro de passeport</u> <u>Passport number</u>
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

Signature du Chef de Délégation
Manager signature
Nom/Family Name :.....

Signature du Directeur du Tournoi
Tournament Director signature
Nom/Family Name.....

FIRA-AER : Fax 00 33 (0)1 42 81 00 04 - Email: maison.rugby@wanadoo.fr
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Officier du Développement : e.mail : developpement@fira-aer-rugby.com

EUROPEAN VII CIRCUIT 2003

SECTION 8

TOURNAMENT RULES: 8 TEAMS

EUROPEAN VII CIRCUIT – RULES FOR AN 8-TEAM COMPETITION

8.1 The 8 Teams competing will be grouped into two pools of four as follows:

Pool A	Pool B
A1 = 1 st seed	B1 = 2 nd seed
A2	B2
A3	B3
A4	B4

The Circuit Organisers with reference to seedings from the previous year will determine pool Composition. For 2003, ranking from 2002 shall be taken into account.

8.2 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 point
No show	=	0 points

- (i) 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.
- (ii) 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.

8.3 Determining Pool Table Standings

- (1) Position in the pool competition table shall be determined by competition points as set out in 8.2 above.
- (2) 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.

- (3) 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.
- (i) 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:
 - (ii) 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:
 - (iii) 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;
 - (iv) 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:
 - (v) The tie will be resolved by the toss of a coin between the Team Mangers concerned
- (4) 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:
- (i) 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:
 - (ii) 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:
 - (iii) 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:
 - (iv) 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:
 - (v) 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 through cross semi-finals as such:

Pool A	Pool B
A1	B1
A2	B2
A3	B3
A4	B4

A1 is ranked first in Pool A, A2 second...

B1 is ranked first in Pool B, B2 second...

A1 shall play against B2

B1 shall play against A2

8.4 The third and fourth placed teams will progress to the Bowl and Shield Competition through cross semi-finals as such:

Pool A	Pool B
A1	B1
A2	B2
A3	B3
A4	B4

A3 shall play against B4

B3 shall play against A4

8.5 The winners and losers of the above semi-finals shall play as follows:

- The Winner of A1 v B2 shall play the Winner of A2 v B1

For the CUP Final

- The Loser of A1 v B2 shall play the Loser of A2 v B1

For the PLATE Final

- The Winner of A3 v B4 shall play the Winner of A4 v B3

For the BOWL Final

- The Loser of A3 v B4 shall play the Loser of A4 v B3

For the 7th and 8th Place

GENERAL PRINCIPLE

Each Team shall play 5 matches in all:

- **3 Pool Matches**
- **1 semi-final**
- **1 final**

For a Tournament to be held over 2 days, it is advised to hold the first 2 pool matches for all Teams on Day 1 and to hold the last Pool Match and the knockout phase on Day 2 (afternoon).

- 8.6** 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.

- 8.7** The duration of Matches, other than the finals of the Cup, Plate and Bowl, 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.

- 8.9** Apart from the wilful 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:

(a) Pool Matches

- (i) 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.
- (ii) Where a pool Match has been abandoned during the first half the result shall be declared a draw.
- (iii) 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

(b) Knock Out Matches

- (i) 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.

- (ii) 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.

8.10 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.

8.11 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.

8.12 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.

- a) Ball not reaching opponents' 10 metre line, unless first played by an opponent;
- b) Ball kicked directly into touch;
- c) Players of the kicker's 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.

8.13 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.

8.14 Team Jerseys – Colour Clashes

- (i) 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.
- (ii) 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.
- (iii) Where pre-determined colour clashes do occur, the alternate colours must be registered.
- (iv) 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.

8.15 Toss

- (i) The toss to decide who will kick off and to choose ends will take place at half time in the preceding match. The toss shall be conducted by the match referee with a representative of each team in attendance.

EUROPEAN VII CIRCUIT 2003

SECTION 9

TOURNAMENT RULES 10 TEAMS

EUROPEAN VII CIRCUIT – RULES FOR A 10-TEAM COMPETITION

9.1 The 10 Teams competing will be grouped into two pools of five as follows:

Pool A	Pool B
A1 = 1 st seed	B1 = 2 nd seed
A2	B2
A3	B3
A4	B4
A5	B5

The Circuit Organisers with reference to seedings from the previous year will determine pool Composition. For 2003, ranking from 2002 shall be taken into account.

9.2 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 point
No show	=	0 points

- (i) 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.
- (ii) 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.

9.3 Determining Pool Table Standings

See section 8.3 above for an 8-Team Competition.

9.4 Following the completion of the pool games, the Group winners and the second placed teams will progress to the Cup through cross semi-finals as such:

Pool A	Pool B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5

A1 shall play against B2

B1 shall play against A2

9.5 The winners and losers of the above semi-finals shall play as follows:

- The Winner of A1 v B2 shall play the Winner of A2 v B1

For the CUP Final

- The Loser of A1 v B2 shall play the Loser of A2 v B1

For 3rd and 4th Place

9.6 The third and fourth placed teams will progress to the PLATE Competition through cross semi-finals as follows:

Pool A	Pool B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5

A3 shall play against B4

B3 shall play against A4

9.7

- The Winner of A3 v B4 shall play the Winner of A4 v B3

For the PLATE Final

- The Loser of A3 v B4 shall play the Loser of A4 v B3

For the 7th and 8th Place

9.8 The Teams ranked 5th of Pool A and Pool B shall play for the BOWL Final

Pool A	Pool B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5

A5 shall play versus B5

GENERAL PRINCIPLE

Each Team shall play 6 matches in all (save for the Teams ranked 5th in their Pool):

- **4 Pool Matches**
- **1 semi-final**
- **1 final**

For a Tournament to be held over 2 days, it is advised to hold the first 3 pool matches for all Teams on Day 1 and to hold the last Pool Match (morning) and the knockout phase on Day 2 (afternoon).

9.9 See section 8.7 above for an 8-Team Competition.

9.10 The duration of Matches, other than the finals of the Cup, Plate and Bowl, 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.

9.11 See section 8.9 above for an 8-Team Competition.

9.12 See section 8.10 above for an 8-Team Competition.

9.13 See section 8.11 above for an 8-Team Competition.

9.14 See section 8.12 above for an 8-Team Competition.

9.15 See section 8.13 above for an 8-Team Competition.

9.16 Teams Jersey – Clash of Colours

See section 8.14 above for an 8-Team Competition.

9.17 Toss

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

EUROPEAN VII CIRCUIT 2003

SECTION 9

TOURNAMENT RULES 12 TEAMS

EUROPEAN VII CIRCUIT – RULES FOR A 12-TEAM COMPETITION

10.1 The 12 Teams competing will be grouped into two pools of six as follows:

Pool A	Pool B
A1 = 1 st seed	B1 = 2 nd seed
A2	B2
A3	B3
A4	B4
A5	B5
A6	B6

The Circuit Organisers with reference to seedings from the previous year will determine pool Composition. For 2003, ranking from 2002 shall be taken into account.

10.2 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 point
No show	=	0 points

- (i) 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.
- (ii) 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.

10.3 Determining Pool Table Standings

See section 8.3 above for an 8-Team Competition.

10.4 Following the completion of the pool games, Teams shall be ranked from 1st to 6th in each Pool according to the ranking system as set out in the above section 10.3.

10.5 Following the completion of the pool games, the Group winners and the second placed teams will progress to the Cup through cross semi-finals as such:

Pool A	Pool B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5
A6	B6

A1 shall play against B2

B1 shall play against A2

10.6 The winners and losers of the above semi-finals shall play as follows:

- The Winner of A1 v B2 shall play the Winner of A2 v B1

For the CUP Final

- The Loser of A1 v B2 shall play the Loser of A2 v B1

For 3rd and 4th Place

10.7 The third and fourth placed teams will progress to the PLATE Competition through cross semi-finals as follows:

Pool A	Pool B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5
A6	B6

A3 shall play against B4

B3 shall play against A4

10.8 The Teams ranked 5th and 6th of Pool A and Pool B shall play for the BOWL Final

Pool A	Pool B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5
A6	B6

A5 shall play against B6

B5 shall play against A6

10.9

- The Winner of A5 v B6 shall play the Winner of A6 v B5 for the BOWL Final
- The Loser of A5 v B6 shall play the Loser of A6 v B5 for the 11th and 12th Place

GENERAL PRINCIPLE

Each Team shall play 7 matches in all:

- **5 Pool Matches**
- **1 semi-final**
- **1 final**

For a Tournament to be held over 2 days, it is advised to hold the first 4 pool matches for all Teams on Day 1 and to hold the last Pool Match (morning) and the knockout phase on Day 2 (afternoon).

10.10 See section 8.7 above for an 8-Team Competition.

10.11 The duration of Matches, other than the finals of the Cup, Plate and Bowl, 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.

10.12

Apart from the wilful 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:

(a) Pool Matches

See section 8.9 above for an 8-Team Competition.

(b) Knock Out Matches

See section 8.9 above for an 8-Team Competition.

10.13 See section 8.10 above for an 8-Team Competition.

10.14 See section 8.11 above for an 8-Team Competition.

10.15 See section 8.12 above for an 8-Team Competition.

10.16 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.

10.17 Teams Jersey –Colour Clash

See section 8.14 above for an 8-Team Competition.

10.18 Toss

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

EUROPEAN VII CIRCUIT 2003

SECTION 11

DISCIPLINARY PROCEDURES

PROCEDURES FOR ILLEGAL AND FOUL PLAY, CITING AND MISCONDUCT FOR EUROPEAN VII CIRCUIT TOURNAMENTS

11.1 Introduction

- (a) In recognition of the unique structure of the European VII Circuit Tournaments these disciplinary procedures for illegal and foul play, citing and Misconduct have been developed to provide a uniform disciplinary process that will enable all disciplinary decisions in European VII Circuit Tournaments to be made in a fair, but expeditious manner.
- (b) Unions participating in European VII Circuit Tournaments are responsible and accountable for the conduct of their Players and officials. Unions, Players and officials must ensure that Sevens Matches are played in accordance with disciplined and sporting behaviour and that they do not commit an act or acts of Misconduct.
- (c) For the purposes of these disciplinary rules, Misconduct shall mean conduct, behaviour or practices, on or off the playing enclosure, (excluding illegal and foul play during a Match) that may bring the Tournament, and/or the game of rugby and/or the Tournament's commercial partners into disrepute. Misconduct shall include, but shall not be limited to, abusive, threatening or intimidating behaviour towards referees, touch judges, spectators or other officials.

11.2 MATCH COMMISSIONER RESPONSABILITIES

- 11.2.1 Completing the match report
- 11.2.2 Completing the score sheet
- 11.2.3 Completing the match sheet
- 11.2.4 The Match Commissioner shall adjudicate on a sending off within two hours of the end of match

11.3 REPORTS IN THE EVENT OF A SENDING OFF

- 11.3.1 The Referee shall submit a written report
- 11.3.2 The Touch judge shall submit a written report if applicable
- 11.3.3 Such Reports shall be submitted within the hour of completion of the match
- 11.3.4 Upon receipt of the referee's/touch judge's report, the Match Commissioner shall convene a hearing

11.4 HEARING PROCEDURES

- 11.4.1 The Match Commissioner shall notify the player, his Union, the referee if necessary the touch judge of the time and location of the hearing.
- 11.4.2 The player shall be notified that he is required to attend the hearing in person.
- 11.4.3 Deviate from procedure only in exceptional circumstances.
- 11.4.4 Copies of referee's/touch judge's report(s) to be made available to player and his Union in advance of the hearing.
- 11.4.5 Player entitled to representation.
- 11.4.6 The Match Commissioner shall introduce himself to the Player, his representative(s), the referee and the touch judge(s) if applicable.
- 11.4.7 The Match Commissioner shall explain the procedures to be adopted.
- 11.4.8 The Player shall be reminded that referee is sole judge of fact and law on the field of play.
- 11.4.9 The Match Commissioner shall establish that the player at hearing is the one sent from the field of play.
- 11.4.10 The Match Commissioner shall read the referee/touch judge report.
- 11.4.11 The Referee/touch judge shall be informed that he will be given an opportunity to supplement the report.
- 11.4.12 The Player shall be asked if he accepts the report(s) as a true version of events.
- 11.4.13 Player or representative may question the referee/touch judge on the report(s) through the Commissioner.
- 11.4.14 Only the Commissioner can question the referee/touch judge or witnesses.
- 11.4.15 The Match Commissioner may ask referee/touch judge for clarification at any time.
- 11.4.16 Player or representative can give evidence, make a submission or call witnesses.
- 11.4.17 After giving evidence the witnesses must leave the hearing room.
- 11.4.18 Video evidence to be viewed in the presence of the player. Video shown at the end of the oral evidence.
- 11.4.19 The Match Commissioner may recall witnesses to ask questions.
- 11.4.20 The referee/touch judge are given the opportunity to respond to the evidence and/or be asked to supplement the report.
- 11.4.21 The Player or representative shall be given a final opportunity to address the commissioner after which everybody leaves the hearing room.
- 11.4.22 The Match Commissioner shall consider case in private and decides upon sanction if appropriate.
- 11.4.23 The Player and his representative shall be recalled and the Match Commissioner shall announce the decision.
- 11.4.24 The Player shall be informed of the right of appeal and the timescale in which the appeal must be made (72 hours of receipt of the written confirmation).
- 11.4.25 The decision of the Match Commissioner shall take effect as soon as the player/representative has been notified.
- 11.4.26 A record of the Match Commissioner's decision shall be forwarded to the player, his Union, the President of the FIRA-A.E.R through the FIRA – A.E.R Secretariat.

11.5 BURDEN OF PROOF / BALANCE OF PROBABILITIES

- 11.5.1 The Match Commissioner may ask for such evidence as he thinks fit.
- 11.5.2 Distrust "hearsay" evidence.
- 11.5.3 Referees and/or touch judges may only give evidence of fact – not opinion.

11.6 PREVIOUS DISCIPLINARY RECORDS

- 11.6.1 Details of disciplinary record and/or character evidence may be taken into account only on the question of penalty.
- 11.6.2 5 years details only for the question of penalty.
- 11.6.3 The Match Commissioner may require previous disciplinary records for a Union/Club or a player.
- 11.6.4 Any misrepresentation by a player and/or club would allow the penalty imposed to be increased.

11.7 PUBLIC ANNOUNCEMENTS

- 11.7.1 The Match Commissioner may publish decisions (Offence, Suspension, Sanction and/or Penalty) through FIRA AER.

11.8 LANGUAGE

- 11.8.1 Any hearing shall be held in French and/or English.
- 11.8.2 In the event of a Player, Referee, Touch Judge or Witness not speaking French as a native speaker, such person shall be assisted with an interpreter.

11.9 MULTIPLE INCIDENTS

- 11.9.1 Cases involving two or more players may be dealt with at the same time
- 11.9.2 Procedures may be modified in these circumstances

11.10 SANCTIONS

- 11.10.1 Match Commissioner shall use the below schedule so that there is consistency in the application of sanctions.

11.11 MITIGATING CIRCUMSTANCES

- 11.11.1 Infringements involving initial provocation of the player sent off.
- 11.11.2 Clear absence of any intent that could be deemed to be dangerous.
- 11.11.3 The mood of a match, for example a match played in unfriendly atmosphere, which could have contributed to the sending off a player who may be considered to be unlucky.
- 11.11.4 Following a general warning, the infringement for which the player was sent off was less serious than the fault leading to the general warning.

11.12 HIGH LEVEL OF CULPABILITY

- 11.12.1 Clear and obvious intent
- 11.12.2 Evidence of a premeditated action

11.13 DEVIATION / EXCEPTION

- 11.13.1 Deviation from procedure only in exceptional circumstances.
- 11.13.2 An exception shall not have the effect of invalidation
- 11.13.3 An exception shall only have the effect of invalidation if it removes a material doubt

RECOMMENDED SANCTIONS FOR OFFENCES WITHIN THE PLAYING ENCLOSURE

OFFENCE	RANGE OF PENALTIES	NORM
To strike an opponent with the hand, fist or arm including the elbow.	7-84 days 1-12 weeks	21 days
To hack, stamp or trample an opponent.	21-182 days 3-26 weeks	Head-84 days Body-42 days
To kick an opponent.	21-182 days 3-26 weeks	Head-26 weeks Body-84 days
To trip an opponent with the foot	7-42 days 1-6 weeks	14 days 2 weeks
To strike an opponent with his head.	49-252 days 7-36 weeks	20 weeks
To strike an opponent with his knee(s).	7-84 days 1-12 weeks	28 days
To bite an opponent.	12-36 months	18 months
To attack an opponents eyes with any part of the hand	18-36 months	24 months
To tackle early, late or dangerously, including the action known as a "stiff arm tackle".	7-56 days 1-8 weeks	21 days
To charge or obstruct or grasp an opponent who has just kicked the ball.	7-42 days 1-6 weeks	14 days
To hold, push, charge, obstruct or grasp an opponent not holding the ball except in a scrum, ruck or maul.	7-42 days 1-6 weeks	14 days
In the front row of a scrum to form down some distance from the opponent and rush against them.	7-42 days 1-6 weeks	14 days
In the front row of a scrum to lift an opponent off his feet or force him upwards out of the scrum.	7-42 days 1-6 weeks	14 days
To cause a scrum, ruck or maul to collapse	7-42 days 1-6 weeks	21 days
While the ball is out of play to molest, obstruct or in any way interfere with an opponent or be guilty of any form of misconduct.	7-42 days 1-6 weeks	14 days
Having received three cautions or temporary suspensions.	7-28 days 1-4 weeks	14 days
To verbally abuse match officials.	4 -12 weeks	8 weeks
To use threatening actions or words at match officials.	12-24 months	18 months
To physically abuse match officials.	2 years – Life	5 year
To commit any actions which may subject players or officials to unnecessary risk.		



OFFICIAL MATCH REPORT

Date : Venue Type of fixture.....

Referee	N		F		U		Tel.	
Touch Judge 1	A		R		N		Fax	
Touch Judge 2	M		S		I		Tel	
match commissioner	E		T		O		Fax	
			A		N		Tel	
			M				Fax	
			E				Tel	
							Fax	

A Team

MATCH RESULT

B Team

	Nbr	Val	Score	Team.....		Nbr	Val	Score
Try		5		winned/drew with	Try		5	
Conversion		2		team.....	Conversion		2	
Penalty goal		3			Penalty goal		3	
Dropped goal		3			Dropped goal		3	
	Over-all	score				Over-all	score	

SIN BIN – TEMPORARILY SUSPENDED

A n°	NAME (in capital letters)	Passport N°	B n°	NAME (in capital letters)	Passport N°

SENT-OFF

n°	NAME (in capital letters)	Passport N°	TEAM	Nature of offence
				Law 3(11)(c),4(7)(c),6(6),10(2),10(3) (a)(c),10(4)(a)(b)(c)(d)(e)(f)(g)(h)(i)(j)(k)(l)(m)

OFFICIEL MATCH REPORT VALIDATION

A Team		Referee	B Team	
Name	First name	Name	Name	First name
Funtion		First name	Funtion	
Passport n°		Signature	Passport n°	
Tél.			Tél.	
Signature			Signature	
			Commissioner	
			Name	
		First name		
		Signature		

SCORE DESCRIPTION

Score : ...

TEam A	T	T	T	T	T	T	T	T	T	T
Name :	C	C	C	C	C	C	C	C	C	C
	PK	PK	PK	PK	PK	PK	PK	PK	PK	PK
	DK	DK	DK	DK	DK	DK	DK	DK	DK	DK
N° player										
Name of Player										
Time :										

Score : ...

TEam B	T	T	T	T	T	T	T	T	T	T
Name :	C	C	C	C	C	C	C	C	C	C
	PK	PK	PK	PK	PK	PK	PK	PK	PK	PK
	DK	DK	DK	DK	DK	DK	DK	DK	DK	DK
N° player										
Name of Player										
Time :										

T = Try – C = Conversion – P = Penalty Kick – DK = Drop Kick

FIRA-AER : Fax 00 33 (0)1 42 81 00 04 - Email: maison.rugby@wanadoo.fr



**RAPPORT D'ARBITRE SUR UNE EXCLUSION DEFINITIVE
REFEREE REPORT ON ORDERING OFF**

FEDERATION : Nom et prénoms du joueur :
UNION : *Full name of player*
:
Terrain : Date de l'exclusion :
Ground : *Date of*
Poste du joueur : Numéro/lettre :
Playing position of player : *Number / letter* :
Match et résultat : (pts) / (pts)
Match & result : (pts) / (pts)

Nature de la faute : Infraction à la Règle (*law*) 3 – 11 (c)
Nature of offence : infringement of : Règle (*law*) 4 – 7 (c)
Règle (*law*) 6 – 6
Règle (*law*) 10 – 2
Règle (*law*) 10 – 3 (a) (c)
Règle (*law*) 10 – 4 (a) (b) (c) (d) (e) (f) (g) (h) (i) (j) (k) (l) (m)

(Marquer d'une ligne la référence qui convient)
(Put a line through the appropriate reference)

Période de jeu durant laquelle l'incident est survenu :
Period of game when incident occurred :

1^{ère} mi-temps
1st half

2^{ème} mi-temps
2nd half

Prolongations
Extra time

Temps écoulé dans cette période :
Elapsed Time in Period :

Proximité de l'arbitre par rapport au lieu où l'incident est survenu : mètres
Proximity of referee to incident : metres

Score à ce moment-là : pts / pts
Score at that time:..... pts / pts

Des avertissements avaient-ils été donnés : a) à ce joueur..... b) en général.....
Had any cautions been issued to : a) individual..... b) general

Merci de bien vouloir rédiger votre rapport détaillé ci-dessous et de bien vouloir écrire lisiblement
Please give detailed report below : PLEASE WRITE CLEARLY

NOM DE L'ARBITRE : FEDERATION :
REFEREE'S NAME : *UNION*

Rapport (*Report*) :
.....
.....
.....

CE RAPPORT DOIT ETRE COMPLETE ET REMIS AU DELEGUE DU MATCH APRES LA FIN DU MATCH

THIS COMPLETED REPORT MUST BE GIVEN TO THE NOMINATED MATCH COMMISSIONER AFTER THE END OF THE MATCH



**RAPPORT D'UN JUGE DE TOUCHE SUR UNE
EXCLUSION DEFINITIVE
TOUCH JUDGES REPORT ON ORDERING OFF**

FEDERATION : Nom et prénoms du joueur :
UNION : *Full name of player*
 :
 Terrain : Date de l'exclusion :
Ground : *Date of*
 Poste du joueur : Numéro/lettre :
Playing position of player : *Number / letter* :
 Match et résultat : (pts) / (pts)
Match & result : (pts) / (pts)
 Nature de la faute : Infraction à la Règle (*law*) 3 – 11 (c)
Nature of offence : infringement of : Règle (*law*) 4 – 7 (c)
 Règle (*law*) 6 – 6
 Règle (*law*) 10 – 2
 Règle (*law*) 10 – 3 (a) (c)
 Règle (*law*) 10 – 4 (a) (b) (c) (d) (e) (f) (g) (h) (i) (j) (k) (l) (m)

(Marquer d'une ligne la référence qui convient)
(Put a line through the appropriate reference)

Période de jeu durant laquelle l'incident est survenu :
Period of game when incident occurred :

1 ^{ère} mi-temps	2 ^{ème} mi-temps	Prolongations
1 st half	2 nd half	Extra time

Temps écoulé dans cette période :
Elapsed Time in Period :

Proximité de l'arbitre par rapport au lieu où l'incident est survenu : mètres
Proximity of referee to incident : metres

Score à ce moment-là : pts / pts
Score at that time: pts / pts

Des avertissements avaient-ils été donnés : a) à ce joueur..... b) en général.....
Had any cautions been issued to : a) individual..... b) general

Merci de bien vouloir rédiger votre rapport détaillé ci-dessous et de bien vouloir écrire lisiblement
Please give detailed report below : PLEASE WRITE CLEARLY

NOM DU JUGE DE TOUCHE : FEDERATION :
TOUCH JUDGE'S NAME : *UNION*
 :

Rapport (*Report*) :

CE RAPPORT DOIT ETRE COMPLETE ET REMIS AU DELEGUE DU MATCH APRES LA FIN DU MATCH
THIS COMPLETED REPORT MUST BE GIVEN TO THE NOMINATED MATCH COMMISSIONER AFTER THE END OF THE MATCH



**RAPPORT D'AUDIENCE DU DELEGUE DU MATCH
MATCH COMMISSIONERS HEARING REPORT**

<u>Délégué du match - Match Commissioner</u> Nom <i>Name</i> : Prénom <i>First name</i> : Union <i>Union</i> :	<u>AUDIENCE HEARING</u> Lieu <i>Place</i> : Date <i>Date</i> : Heure <i>Time</i> :
---	---

<u>Match</u> Date <i>Date</i> : Météo <i>Weather conditions</i> : Lieu <i>Place</i> : Résultat (<i>score</i>) :	<u>Compétition</u> Heure <i>Time</i> : Etat du terrain <i>Pitch conditions</i> : pts / pts
---	---

<u>Arbitre Referee</u> Nom <i>Name</i> : Prénom <i>First name</i> : Union:	<u>Juge de touche 1 Touch judge1</u> Nom <i>Name</i> : Prénom <i>First name</i> : Union:	<u>Juge de touche 2 Touch judge2</u> Nom <i>Name</i> :Prénom Prénom <i>First name</i> : Union:
---	---	---

<u>Joueur</u> : Union : Club : Nom/prénom Faute telle que décrite dans le rapport de l'arbitre Décision du délégué du match A le Signature du délégué du match	<u>Player</u> : Union : Club : Name/First name : Foul as described in the referee report Match Commissioner's Decision Place : Date : Match Commissioner's signature
--	--

Droit d'appel : Selon le règlement disciplinaire du championnat, le joueur a le droit de faire appel contre la décision du délégué du match
Appeal : In accordance with the competition disciplinary regulations, the player is entitled to appeal against the match commissioner's decision.

Merci de bien vouloir si nécessaire rédiger votre rapport détaillé au dos de la page et d'écrire très lisiblement. *Please complete your detailed report at the back of the page.*

EUROPEAN VII CIRCUIT 2003

SECTION 12

ANTI-DOPING

REGULATIONS AND PROCEDURES

ANTI-DOPING

**As adapted from the applicable IRB Regulations Relating to the Game
To be used in all European VII Circuit Tournaments**

EUROPEAN VII CIRCUIT Anti Doping Procedures

Teams participating in the European VII Circuit are subject to IRB Anti Doping Regulations and Procedures.

In order to comply with the requirements of the Regulations it is necessary to complete the relevant forms enclosed.

1. Declaration of Medication Form

In accordance with Regulation 21, any player who needs to use, for medical purposes, any prohibited substances must submit a Declaration of Medication form to the FIRA AER Tournament Representative, or his nominee, no later than 2 hours before the commencement of the Tournament.

EUROPEAN VII CIRCUIT 2003

ANTI-DOPING PROGRAMME

The provisions of the IRB Anti-Doping Programme, including the Guidelines, have been included in full in the European VII Circuit Anti-Doping Programme (Programme) and the numbering used in the IRB Regulations has been retained. However, having regard to the unique characteristics of Sevens Tournaments, the Guidelines in relation to selection of Players, notification and other matters, may be subject to minor modifications to accommodate the structure of the European VII Circuit.

1. ADMINISTRATIVE ARRANGEMENTS

There may be two levels of doping control in operation for the Tournament. They are as follows:

1.1 Out-of-Competition Testing

Up to 6 members (i.e. 50%) of each Union's Squad may be selected for doping control between their arrival in country of the Host Union for the Tournament and the start of the Tournament. Players may be given a minimum of 24 hours notice of testing or may be tested unannounced. Out-of-Competition doping control may take place at either the Player's hotel or the Team's training facilities. Out-of-Competition doping control shall take place in accordance with the procedural guidelines set out in Schedule 2 of this Programme, subject to such modifications as may be necessary. For the avoidance of any doubt, doping control carried out during the Tournament will be referred to as out of competition testing.

1.2 In Competition Testing

During the Tournament, Players may be selected for doping control. The selection of Players is random and is done in conjunction with the Team Managers. The selection process will take place prior to the match starting and will usually be done in the Doping Control Station. Two players from each Team shall be randomly selected to undergo doping control following such Matches.

All doping control occurring at the Tournament shall be undertaken in accordance with the procedural guidelines of this Programme, subject to such modifications as may be necessary having regard to the unique characteristics of the Sevens Tournament, in particular the frequency and number of Matches.

For the avoidance of any doubt, doping control carried out during the Tournament will be referred to as in-competition testing.

2. DEFINITIONS

For the purposes of the Programme the terms set out below shall have the following meanings assigned to them unless the context otherwise requires.

- 2.1 IOC** means the International Olympic Committee being an association created by the Congress of Paris of June 1894 and which is entrusted with the control and development of the Modern Olympic Games pursuant to the Olympic Charter.
- 2.2 IOC Accredited Laboratory** means a laboratory accredited by the IOC as qualified to undertake the detection of prohibited Substances and Prohibited Methods, in accordance with the IOC Anti-Doping Code.
- 2.3 Person** means a player, trainer, referee, touch judge, coach, selector, medical officer, physiotherapist or any other individual who is or has been at any time involved in the Game, or in the organisation, administration or promotion of the Game.
- 2.4 Player** means one of the 12 playing members of a Team selected by a Participating Union to participate in the Tournament.
- 2.5 Prohibited Substance and Prohibited Method** means those Prohibited Substances and Prohibited Methods included in the current IOC List of Prohibited Substances and Prohibited Methods (including related substances) subject to any IRB modifications from time to time in force.

Introduction

Doping is strictly forbidden and constitutes a Doping Offence under Board Regulations. Doping occurs when:

- a) a Prohibited Substance is found to be present in a Person's body tissue or fluids; or
- b) a Person uses or takes advantage of a Prohibited Method; or
- c) a Person admits having used or taken advantage of a Prohibited Substance or Prohibited Method, or is found to have used a Prohibited Substance or Prohibited Method; or
- d) a Person uses an artifice, whether a substance or method potentially dangerous to a Person's health and/or capable of enhancing their performance.

Ancillary Doping Offences

A Person who fails or refuses to provide a sample for a drug test or who fails or refuses to comply with any provision of this Regulation, having been requested to do so by an authorised official, shall have committed a Doping Offence.

Any Person trading, trafficking, distributing, supplying, administering or selling any Prohibited Substance, or who is in possession of a Prohibited Substance, other than in the course of the legal exercise of a recognised profession or trade, shall have committed a Doping Offence.

Any Person who obstructs or interferes or attempts to obstruct or interfere with the conduct of a drug test or the carrying out of these Regulations shall have committed a Doping Offence.

Any Person who procures, induces, counsels, assists, abets or incites the use of a Prohibited Substance or Prohibited Method, or the commission of any other Doping Offence, shall have committed a Doping Offence.

If a Person selected for a drug test at the time of the test fails to declare on a Doping Control Form the use of a Prohibited Substance that is allowed under certain circumstances he renders himself liable to sanctions.

Prohibited Substances and Prohibited Methods

For the purposes of this Regulation Prohibited Substances and Prohibited Methods shall mean those substances and methods included in the IOC List of Prohibited Substances and Prohibited Methods (subject to any Board modifications from time to time in force) and includes any Related Substance. Related Substance means any substance having pharmacological action and/or chemical structure similar to a Prohibited Substance or any substance referred to in these Regulations/the IOC List of Prohibited Substances and Methods.

The expression Prohibited Substance shall include a metabolite characteristic of a Prohibited Substance and/or a related substance.

A Person is absolutely responsible for any Prohibited Substance found to be present in his body. Accordingly, it is not necessary that intent or fault on the Person's part be shown in order for a Doping Offence to be established. Nor is lack of intent or fault a defence to a Doping Offence. It is each Person's responsibility to ensure that no Prohibited Substance enters his body and that Prohibited Methods are not used. A Person is responsible for any Prohibited Substance detected in samples provided by him. It is also the personal responsibility of each Person to ensure that he does not commit any other Doping Offence.

It is the sole responsibility of each Person to acquaint himself with all of the provisions of these Anti-Doping Regulations including the Guidelines. It is also each Person's sole responsibility to notify other relevant persons, including, but not limited to, their doctors of the provisions of this Regulation.

Many of the substances in the IOC List may appear either alone or as part of a mixture within medications which may be available with or without a doctor's prescription. Any Person who is concerned about the appropriateness of treatment being administered to him, or medications being ingested by him, should seek clarification from his doctor or other relevant authority as to whether such treatment is or such medications are prohibited.

Requirements to Undergo a Drug Test

A drug test may be carried out at any time. Drug tests may be random or specific. All Persons shall submit to a drug test at any time and any place whenever requested by an authorised official. For the avoidance of doubt, this includes both in-competition and out-of-competition drug testing. Out-of-competition testing may be undertaken with or without prior notice. A Person may be selected to provide any number of samples for drug tests in any calendar year.

A drug test may only be conducted on a minor where prior written consent has been given by a person with parental responsibility for that minor.

With regards to the European VII Circuit, Players are required to declare any need to use for medical purposes any of the Prohibited Substances with the attached Declaration Form together with a valid medical certificate to the FIRA AER Representative or his nominee marked PRIVATE AND CONFIDENTIAL.

EUROPEAN VII CIRCUIT 2003

SECTION 13

ELIGIBILITY

Eligibility

Please find attached IRB Regulation 8 pertaining to Eligibility. This Regulation applies in respect of Sevens Tournaments including the European VII Circuit, the IRB Sevens Tournaments and the IRB Sevens RWC.

REGULATION 8

- 8.1 Subject to Regulation 8.2, a Player may only play for the senior fifteen-a-side National Representative Team, the next senior fifteen-a-side National Representative Team and the senior National Representative Sevens Team of the Union of the country in which:
- a) he was born; or
 - b) one parent or grandparent was born; or
 - c) he has completed thirty-six consecutive months of Residence immediately preceding the time of playing.
- 8.2 A Player who has played for the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team of a Union is not eligible to play for the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team of another Union.
- 8.3 For the purposes of this Regulation, a Player is deemed to have played for the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team of a Union if:
- a) He is selected for such team to play in an International Match against the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team of another Union (or in a fifteen-a-side international Match against another Union's senior or next senior Touring Squad during an IRB approved International Tour) and is present at the Match played by that team either as a replacement, substitute or a playing member of that team and has, at the time of the Match, reached the age of majority; or
 - b) He is selected to represent a Union's senior Touring Squad on an International Tour which includes an International Match or Matches approved by the IRB and is present at any fifteen-a-side Match played on that International Tour either as a replacement, substitute or a playing member of a team selected from the Union's senior Touring Squad and has, at the time of the Match, reached the age of majority; or
 - c) He is selected to represent a Union's next senior Touring Squad on an IRB approved International Tour and during that International Tour he is present at a Match against the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team of another Union either as a replacement, substitute or playing member of a team selected from the Union's next senior Touring Squad and has, at the time of the Match reached the age of majority.
- 8.4 For the purposes of this Regulation, a Player is deemed to have played for the senior National Representative Sevens Team of a Union if he is selected to represent a Union's senior National Representative Sevens Team in an International Match against the senior National Representative Sevens Team of another Union and is present at the Match played by that Team either as a replacement, substitute or playing member of that Team and has, at the time of the Match, reached the age of majority.

Responsibility, breach and penalties for a breach of Regulation 8

8.5 Regulation 8 is a strict liability offence and shall be construed in accordance with the principles of strict liability under English law. It is not, therefore, necessary that fault or intent on the part of a Union be shown in order for a breach of Regulation 8 to be established. Nor is lack of fault or intent on the part of a Union a defence to a breach of Regulation 8. For the avoidance of any doubt (and without limiting a Union's other obligations and responsibilities for the conduct, acts or omissions of its members and Persons under its jurisdiction pursuant to any other Regulation) Unions are responsible and accountable for the conduct of their Players and all Persons under its jurisdiction in relation to compliance with the provisions of Regulation 8 and any breach of Regulation 8 by such Player(s) or Person(s) shall be deemed to be a breach of Regulation 8 by the Union concerned. Each breach of Regulation 8 by a Union, howsoever arising, will result in a minimum fixed fine being imposed on the Union concerned. The minimum fixed fines for each breach of Regulation 8 are as follows:

- a) For a Union that is represented on the Council £100,000 sterling;
- b) For all other IRB Member Unions £25,000 sterling.

Based on the facts and circumstances of any breach of Regulation 8 the applicable minimum fixed fine as set out above may be increased. In addition, other penalties as set out in Regulation 17.6 may also be imposed on the Union concerned.

8.6 In exceptional circumstances, a Union in breach of Regulation 8 may make submissions to the relevant disciplinary body appointed under Regulation 17 to adjudicate on the case as to why the Union should not be subject to the applicable minimum fixed fine. For the avoidance of any doubt, however, the relevant disciplinary body shall only be entitled to reduce the applicable minimum fixed fine set out in this Regulation where the Union is able to provide clear and indisputable evidence that truly exceptional circumstances exist and that the Union concerned had taken all necessary steps to comply with Regulation 8.

For the purposes of this Regulation, a Player is deemed to have reached the age of majority on his eighteenth birthday.

SCHEDULE 1

DECLARATION OF ELIGIBILITY OF A PLAYER TO PLAY FOR

- THE SENIOR FIFTEEN-A-SIDE NATIONAL REPRESENTATIVE TEAM
- THE NEXT SENIOR FIFTEEN-A-SIDE NATIONAL REPRESENTATIVE TEAM OR
- THE SENIOR NATIONAL REPRESENTATIVE SEVENS TEAM OF A UNION

DECLARATION OF PLAYER

I _____(Name) of _____(Address) confirm that, I have read and understand the criteria for eligibility set out in Regulation 8 of the IRB Regulations Relating to the Game (IRB Regulations) and I hereby declare that I am eligible to play for _____ Union because:-

Tick applicable box(es)

- I was born in the country for which fifteen-a-side senior National Representative Team or the next senior fifteen-a-side National Representative Team, or the senior National Representative Sevens Team of the Union for which I intend to play; or
- One of my parents or grandparent was born in the country for which senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team of the Union for which I intend to play; or
- I have completed thirty-six consecutive months of Residence immediately preceding the time of playing in the country for which senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team of the Union for which I intend to play.

AND

- I have not played for the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team of any other Union.¹

¹ If a Player has played for another Union's senior fifteen-a-side National Representative Team or next senior fifteen-a-side National Representative Team or senior National Representative Sevens team, this must be stated on this declaration form. For the avoidance of doubt, Players would only be eligible to play for a second Union if they can demonstrate that they allowed 36 consecutive months to elapse before they played for a second Union and that they played for that second Union before 1 January 2000. Any such Players should submit in writing the circumstances of such participation on a separate sheet.

I have attached to this declaration relevant documentation² to prove my eligibility to play for the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team of _____ Union and I understand and accept that if I am found to have played for the senior fifteen-a-side National Representative Team or next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team of a Union without satisfying the eligibility criteria set out in Regulation 8 of the IRB Regulations, and/or to have provided inaccurate information in this declaration then I and the Union concerned will be subject to sanctions.

PLAYER'S SIGNATURE: _____

DATE: _____

DECLARATION OF UNION

I _____ (Name) the _____ of _____ (Position and Union) hereby declare that the _____ Union has made all such necessary enquiries in relation to the above Player's eligibility to play for the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team or the senior Sevens National Representative Team of the Union. I further declare that the Union is satisfied that the information provided by the Player in his declaration is correct, that the documentation in support of the Player's declaration is valid and that the Player is eligible to play for the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team of _____ Union. I understand and accept that if a Player plays for the senior fifteen-a-side National Representative Team or the next senior fifteen-a-side National Representative Team Union or the senior National Representative Sevens Team without satisfying the eligibility criteria set out in Regulation 8 of the IRB Regulations and/or the Union has provided inaccurate information in this declaration then the Union will be subject to the fixed penalty sanctions set out in Regulation 8.

Signed: _____ Date: _____

² Players are expected to provide valid copy birth certificates or other relevant formal documentation in support of their declaration. Players may be requested to provide additional documentation as appropriate in support of their eligibility to play for a senior National Representative Team or the next senior National Representative Team of a Union.