

## European Sevens teams ranking

1	PORTUGAL
2	GEORGIA
3	FRANCE
4	ITALIE
5	SCOTLAND
6	GERMANY
7	SPAIN
8	RUSSIA
9	UKRAINE
10	ROMANIA
11	BELGIUM
12	LITHUANIA
13	HOLLAND
14	CZECH REP.
15	CROATIA
16	POLAND
17	BULGARIA
18	DENMARK
19	MALTA
20	LATVIA
21	SWEDEN
22	SWITZERLAND
23	HUNGARY
24	AUSTRIA
25	YUGOSLAVIA
26	ISRAEL
27	SLOVENIA
28	MOLDAVA
29	BOSNIA HERZ.
30	NORWAY
31	LUXEMBOURG
32	FINLAND
33	ARMENIA
34	GREECE
35	ANDORA
36	MONACO

Pool A	Pool B
France (3)	Scotland (5)
Croatia (15)	Czech Rep. (14)
Sweden (21)	Hungary (23)
Austria (24)	Slovenia (27)

DAY I – Saturday, 28<sup>th</sup> June 2003

Game	Time	Pool	Team	Team
------	------	------	------	------

	10:00 - 15:00		Schools rugby finals		
1	15:00	A	France (A1)	Vs	Austria (A4)
2	15:20	A	Croatia (A3)	Vs	Sweden (A2)
3	15:40	B	Scotland (B1)	Vs	Slovenia (B4)
4	16:00	B	Czech Rep. (B2)	Vs	Hungary (B3)
5	16:20	A	France (A1)	Vs	Sweden (A2)
6	16:40	A	Croatia (A3)	Vs	Austria (A4)
7	17:00	B	Scotland (B1)	Vs	Czech Rep. (B2)
8	17:20	B	Hungary (B3)	Vs	Slovenia (B4)
9	17:40	A	Sweden (A2)	Vs	Austria (A4)
10	18:00	A	France (A1)	Vs	Croatia (A3)
11	18:20	B	Czech Rep. (B2)	Vs	Slovenia (B4)
12	18:40	B	Scotland (B1)	Vs	Hungary (B3)

DAY II – Sunday, 29<sup>th</sup> June 2003

Game	Time	Game	Team		Team
	10:00-16:00		Hungarian Schools Rugby		
13	16:00	Bowl Semi-final 1	3 <sup>rd</sup> in Pool A	Vs	4 <sup>th</sup> in Pool B
14	16:20	Bowl Semi-final 2	4 <sup>th</sup> in Pool A	Vs	3 <sup>rd</sup> in Pool B
15	16:40	Cup Semi Final 1	1 <sup>st</sup> in Pool A	Vs	2 <sup>nd</sup> in Pool B
16	17:00	Cup Semi Final 2	2 <sup>nd</sup> in Pool A	Vs	1 <sup>st</sup> in Pool B
17	17:20	Game for 7 <sup>th</sup> place	Loser 13	Vs	Loser 14
18	17:40	BOWL FINAL Game for 5 <sup>th</sup> place	Winner match 13	Vs	Winner match 14
19	18:10	PLATE FINAL Game for 3 <sup>rd</sup> place	Loser Match 15	Vs	Loser Match 16
20	18:40	CUP FINAL Game for 1 <sup>st</sup> place	Winner 15	Vs	Winner 16

All games are 7 minutes each half with a 2 minute interval at half-time.. The Bowl, Plate and Cup finals are all 10 minutes each half with a 2 minute interval at half-time.

## 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:

<b>Pool A</b>	<b>Pool B</b>
A1 = 1 <sup>st</sup> seed	B1 = 2 <sup>nd</sup> 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:

<b>Pool A</b>	<b>Pool B</b>
<b>A1</b>	<b>B1</b>
<b>A2</b>	<b>B2</b>
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:

<b>Pool A</b>	<b>Pool B</b>
A1	B1
A2	B2
<b>A3</b>	<b>B3</b>
<b>A4</b>	<b>B4</b>

**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 7<sup>th</sup> and 8<sup>th</sup> 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.