

## **Singapore Youth Olympic Festival Rugby 7s 2017**

### **1 Contact Details**

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### **2 Eligibility**

Only players from the school are allowed to participate in the Tournament. Players are eligible to participate only if they are born in year 2001 & 2002 (U16), year 1999 & 2000 (U18). Only Singaporeans and Permanent Residents are allowed to participate in the Tournament.

All Teams will be entitled to have up to 12 players in a squad.

Team managers shall register their teams at the venue of play 30 minutes before the commencement of the tournament. Any team that fails to register by that time or plays an unregistered player at any time during the tournament shall be disqualified.

Team managers must ensure that all players have a proof of age (i.e. passport or identification card). Tournament organisers reserve the right to request for it at any time during the competition.

Team manager must be an official staff of the School (i.e. Teacher In- Charge) for U16. Team managers (3) must be at least 21 years old for U18.

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Teams must report to the Team Holding & Warm- up area 10 minutes before the kick off to their game.

### 2.1 Substitutions

A team may nominate no more than 5 substitutes. During a match, a team can substitute or replace up to 5 players. If a player is substituted, that player may return and play in that match and will be considered as 1 substitute made. The only exception is when a player has bleeding or open wound. In that case, the substitution is considered a “Blood Bin”. Player shall return to play within 2 minutes. The player will be considered a substitute if the injured player do not return after 2 minutes.

## 3 Tournament Rules & Regulation

### 3.1 Format

#### U16

All games will be played in the format of **10 minutes flat**. 1<sup>st</sup> & 2<sup>nd</sup> placed team of each group after round robin stage will proceed to the semi-finals. Winner of semi-finals will proceed to the finals and loser will proceed to the 3<sup>rd</sup>/4<sup>th</sup> play-off.

#### U18

All games will be played in the format of **10 minutes flat**. 1<sup>st</sup> & 2<sup>nd</sup> placed team of each group after round robin stage will proceed to the semi-finals. Winner of semi-finals will proceed to the finals and loser will proceed to the 3<sup>rd</sup>/4<sup>th</sup> play-off.

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The following number of Match points will be awarded for each group phase Match:

Win	3 points
Draw	1 points
Loss	0 points

No Match points will be awarded to a Team which has been expelled from the Tournament, refuses to play a Match or abandons a Match in progress, without direction from Match Officials or the Match Commissioner, subject always to the provisions of the Terms of Participation. Should this occur, the opponent in that Match shall be awarded a win and therefore 3 Match points and awarded a score of 21-0 for the win.

### 3.2 Tied Matches

#### Group phase

At the completion of the pool phase, the Teams in a pool are ranked based on their cumulative Match points.

If at the completion of the group phase two Teams are level on Match points, then the following criteria shall be used in the following order until one of the Teams can be determined as the higher ranked:

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- The winner of the Match in which the two tied Teams have played each other shall be the higher ranked (for two teams draw);
- The Team which has the best difference between points scored for and points scored against in all its pool Matches shall be the higher ranked;
- The Team which has scored most points in all its pool Matches shall be the higher ranked;
- If still tied, a coin toss between the Team Managers shall resolve the tie.

If at the completion of the group phase two Teams are level on Match points, then the following criteria shall be used in the following order until one of the Teams can be determined as the higher ranked:

- The Team which has the best difference between points scored for and points scored against in all its pool Matches shall be the higher ranked;
- The Team which has scored most points in all its pool Matches shall be the higher ranked;
- If still tied, a coin toss between the Team Managers shall resolve the tie.

#### Knock out Matches

For knock out matches, if Teams are tied at fulltime, then the winner shall be determined through the following sequential criteria;

#### Extra time

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Following an interval of 1 minute, extra time will be in periods of 5 minutes. The team that kicks off first during normal time will kick off again in extra time. In extra time the Team which scores first points will immediately be declared the winner without further play.

Coin toss

If after this sudden death period no winner can be declared, coin toss will be used to determine the winner of the Match.

### **3.3 Scoring**

There are several methods of scoring in Rugby 7s, which are listed as follows:

Try

When an attacking player is first to ground the ball in the opponent's in-goal, a try is scored. A successful try is worth five (5) points.

Conversion Goal

When a player scores a try, it gives the player's team the right to attempt to score a goal by taking a kick at goal. This also applies to a penalty try. This kick is the conversion kick, drop kick. A successful conversion kick is worth two (2) points.

Penalty Goal

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A player may score a penalty goal by kicking a goal from a penalty kick. A penalty goal is worth three (3) points.

### Dropped Goal

A player may score a dropped goal by kicking a goal from a drop kick in general play. The team awarded a free kick cannot score a dropped goal until the ball next becomes dead, or until an opponent has played or touched it, or has tackled the ball carrier. This restriction also applies to a scrum taken instead of a free kick. A dropped goal is worth three (3) points.

## 3.4 Disciplinary Committee

### Yellow Card

A player who is shown a yellow card will be "SIN-BINNED". The player will leave the pitch for 2 minutes of Playing Time. The player must be seated at the Field Control Area where an official will keep track of the time. **Time will only start when player is seated in SIN-BIN area.**

### Red Card

A player who is sent off from the field (Red Card) will not be permitted to play again during the tournament and the referee will submit a report to the Organising Committee.

A team that has had a player (or players) dismissed (red card) from the field of play for the remainder of the match, will commence the sudden death with the same number of players they have finished the game with.



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There will be **no appeal for any Red Card.**

The competition will be played within the **Laws of the Game of Rugby Football (7-a-side-variation)** as framed by World Rugby and it is sanctioned by **Singapore Rugby Union**. Unless, otherwise stated in this tournament manual.

The Organising Committee reserves the right to decide on any matters not provided for in this Tournament Manual, and their decision is final.

SINGAPORE RUGBY UNION  
2017  
[ **End** ]