



UNITED ARAB EMIRATES RUGBY FEDERATION

SEVENS REGULATIONS

These Specific Competition Rules for the UAERF Sevens Competitions (the "**Specific Competition Rules**") shall be read together with the UAERF Competition Regulations (the "**Competition Regulations**") and any terms used but not defined herein shall have the meanings ascribed to them in the Competition Regulations. Where there is any conflict between these Specific Competition Rules and the Competition Regulations these Specific Competition Rules shall govern.

1. Competition Names.

The competitions shall be known as the UAE Rugby Sevens Series (the "**Competitions**").

There will be two Tournaments which will constitute the Series.

2. Competition Format.

The competitions are organised in a league followed by a knock out format.

Laws of Seven a Side

All matches shall be played according to WR Laws and Seven-a-side variations. 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. 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.

Only Players, the Referee, Assistant Referees and medically trained persons in order to tend to an injured Player may enter the playing area. During the interval coaches, water carriers and camera crews may enter the playing area but they must leave it before resumption of play and must not do anything to delay the punctual resumption of play.

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.

Ball not reaching opponents' 10 metre line, unless first played by an opponent;

Ball kicked directly into touch;

Players of the kicker's Team in front of the ball when it is kicked;

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.

A Player sent from the field, under IRB Law 10, will not be permitted to play again until the matter has been dealt with, in accordance with the UAERF Discipline Regulations.



Kick Off

The Team listed first in the schedule will kick off the Match. The Team named on the left column in the fixture list will play from the left and the right column from the right. Teams should line up in the tunnel according to the half they are playing from.

Time

The duration of all Matches, including the finals and all ranking games will be seven minutes each half with a one-minute half time interval.

Extra Time

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.

Apart from the wilful abandonment of a Match and subsequent expulsion 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 UAERF, the following procedure shall apply:

Pool Matches - Abandonment

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.

Where a pool Match has been abandoned during the first half the result shall be declared a draw.

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.

Knock Out Matches - Abandonment

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 Competition points shall be declared the winner. If this does not produce a winner then the provision for Pool Matches 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 UAERF which shall decide the most appropriate method for determining the winner of the tied knock out Match.

If a Match has been abandoned during the first half the result shall be declared a draw the provisions shall be used to ascertain the winner. However, if one of the Teams participated



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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.

Failure to Participate and Forfeiture

If a Team refuses to play, or is considered to have Forfeited a Match, or abandons a Match in progress, without the prior consent of the Match Referee, then, subject to confirmation by the UAERF that Team will be expelled from the Competition.

Discipline Regulations

The Discipline Regulations of UAERF will apply to all games in all Competitions. A Yellow Card offence results in a suspension of two minutes from the field and does not count in the computation for Discipline Regulation 3.2.1. A Red card offence incurs immediate suspension from the Competition and procedures as per the UAERF Discipline Regulations.

Team Colours

Teams should indicate their playing colours when registering for the Competition and any alternate colours they may have. Where there is a clash of colours there will be a toss of the coin to decide which Team must change.



UAE Rugby Sevens Series

Registration

All teams are entitled to have the following squads in attendance

- Up to 15 registered players for the series
- Up to 12 nominated players for a competition
- Up to 3 management; 1 Coach, 1 Team Manager and 1 Doctor or Physiotherapist

Declaration of Squad

Competition squads should be lodged with UAERF by 12 noon on the Wednesday preceding the Competition.

Series or Competition Replacements

If a Team has been expelled from the Competition, 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.

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. UAERF will nominate a Team to replace the expelled Team in subsequent rounds.

Men's Competition

The 12 teams competing will be grouped into four pools of four as follows:

For the 1st Round

Groups will be determined by an initial draw.

Group A	Group B
A1	B1
A2	B2
A3	B3

Group C	Group D
C1	D1
C2	D2
C3	D3

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 points
No show or Forfeit = 0 points

Determining Pool Table Standings

Position in the pool competition table shall be determined by competition points as set out above.

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.

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 placing.

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:

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:

The tie will be resolved by the toss of a coin between the Team Managers concerned

Rankings of Teams after the Pool Matches

After the 1st day, all 16 Teams will be ranked from 1 to 16 accordingly.

1. Teams who score the most number of competition points
2. If there is tie i.e. there are Teams with the same number competition points, the Teams with the highest positive difference scored will be ranked higher.
3. If there is still a tie, the Team with the highest positive margin of tries shall be ranked higher
4. If there is a still tie the Teams who scored the higher number of points will be ranked higher
5. If there still a tie the Team who scored the highest number of tries will be ranked higher.



6. If there is a still a tie after all the above, the tie will be resolved by the toss of a coin between the Team Managers concerned.

Knockout Competitions

Cup Quarterfinals

The Cup quarter final draw is as follows:

Quarter Final 1 - Team Rank 1 will play Team Rank 8

Quarter Final 2 - Team Rank 2 will play Team Rank 7

Quarter Final 3 - Team Rank 3 will play Team Rank 6

Quarter Final 4 - Team Rank 4 will play Team Rank 5

Bowl Semi Finals

Bowl Semi Final 1 - Team Rank 9 will play Team Rank 12

Bowl Semi Final 2 - Team Rank 10 will play Team Rank 11

Cup and Plate Semi Finals

Cup Semi Final 1 - Winner QF 1 vs Winner QF 4

Cup Semi Final 2 - Winner QF 2 vs Winner QF 3

Plate Semi Final 1 - Loser QF 1 vs Loser QF 4

Plate Semi Final 2 - Loser QF 2 vs Loser QF 3

Finals

Bowl Final - Winner Bowl Semi Final 1 vs Winner of Bowl Semi Final 2

Plate Final - Winner Plate Semi Final 1 vs Winner Plate Semi Final 2

Cup Final - Winner Cup Semi Final 1 vs Winner Cup Semi Final 2

Series Points

The overall winner of the Series will be determined by the Team with the most Series points as set out below:



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Position	Points
First	24 points
Second	20 points
Third	16 points
Fourth	14 points
Fifth	12 points
Sixth	8 points
Seventh	6 points
Eighth	4 points

- i. In the event of two or more Teams being equal on Series points for any position on the Series 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.
- ii. In the event of (i) above not providing a decision, the position on the Series table will be determined on the basis of the Team scoring the most tries in the Series.
- iii. In the event of (ii) above not providing a decision, the position on the Series table will be considered equal (i.e. a tie)
- iv. In the event of a Competition being abandoned, there will be no Series points allocated.