

Regulations of the Amsterdam Sevens 2009

Men's 7s

1) PLAYING RULES.

- a. **IRB and NRB Laws.** All Games will be played in accordance with the laws of the NRB (Dutch Rugby Football Union) and of the IRB including the SEVEN-A-SIDE VARIATIONS.
- b. **Duration.** All games will have a playing duration of 7 minutes each way with the exception of the final of the Men's Silver Pier competition which will be 10 minutes each way.
- c. **Extra Time.** In all knock-out matches, where the scores are equal at the end of normal playing time, extra time of a maximum of 10 minutes will be played in periods of five minutes with a change of end between each period. The team that kicked off for the first half of the match will kick off the first half of extra time and will play in the same direction as in the first half of normal time. The team that scores first wins the game (sudden death).
- d. **Drop Goal Shoot Out.** In the unlikely event that the scores are still equal after 10 minutes of extra time a "Drop Goal Shoot Out" will be used to decide the winner. The referee will determine the mark from which each round of kicks will be taken and this can be any point outside the 22 meter area. The team that kicked-off the first half of the match will take the first drop-kick of each round of kicks. Each round of kicks will involve one drop-kick from each team. Only players on the pitch at the end of extra time can participate in the drop-goal shoot-out. No player can take a second drop-kick attempt until all other members of the team have taken a drop-kick attempt. If, in a round of drop kicks, one team scores and the other team does not, the team scoring wins the match. The Drop Goal Shoot Out will continue until a winner is found.
- e. **Substitution of players.** During any game of the tournament up to a maximum of three players on each side may be replaced through injury or substitution. Each substitution must be reported to the referee before the substitute player can enter the pitch (no rolling substitutes) and once a player has been substituted he cannot come on again as a substitute, except as a blood substitute.
- f. **Red Cards and Yellow Cards.** A player sent off by a referee will not play again during the same day. It will be at the discretion of the Tournament Organizing Committee to exclude him from playing on the second day. A yellow card will result in the player being excluded from the pitch for 2 minutes.
- g. **Late Arrival.** When a team arrives too late for the kick-off the match will be awarded to the opponents unless, at the discretion of the committee, force majeure is agreed. A team that fails to arrive at the kick-off in time will be adjudged to have lost the game 35-0 (i.e. 5 converted tries). The points will be awarded to the opponents.
- h. **Match Ball.** Each team must provide a match ball and touch judge for each match.

2) PLAYER REGISTRATION

- i. **Age Limit.** All players must be 18 years old or older at the time of the tournament unless permission is requested from, and given by, the organising committee.
- j. **Only Registered Players can play.** Only players registered via the official Amsterdam Sevens web site IT system can play. The registered players must wear a coloured, numbered wristband. The player's wristband will be of a different colour to the wristbands worn by spectators. Only players wearing a player's wristband may play. Each team will receive 12 player's wristbands. If a player's wristband is broken during the tournament they must report to the Fixtures secretariat with the remains of the old wristband and this will be replaced and the registration updated. If a player is sent off the referee may take the wristband.
- k. **Registration.** Each team must register their players for the tournament via the IT system on the Amsterdam Sevens web site before the start of the tournament (or during the

tournament for additional or replacement players approved by the organizing committee – see below). A team can register up to 12 players. No player can be registered for more than one team at any one time. To assist in identifying registered players, all players will have a numbered wristband and the wristband number will be included on the player registration. For each player the name, date of birth, shirt number and wristband number (which is generated automatically by the IT System) must be filled in on the on-line system before the tournament starts. The list of registered players and wristband numbers will be available to the referee on the match card. This can be checked by either team captain.

I. Additional and Replacement Registered Players.

- i) When a team has less than 12 players registered they can register an Additional Player or Players.
 - ii) When a team has a full complement of 12 registered players the team can register a Replacement Player but must “de-register” one of the registered players. There is a limit of one replacement player per team during the tournament.
 - iii) Players already registered for one team cannot register as an Additional Player or a Replacement Player for another team in a lower competition. Players from teams who qualified for the Silver Pier cannot register for teams playing in the Heineken Boot or Integer Group Plate competition. Players who played for teams that qualified for the Heineken Boot cannot play register for teams playing in the Integer Group Plate.
 - iv) Any transfer of players has to be approved by the Tournament Organizing Committee and the team sheet has to be adjusted accordingly.
- m. **Challenges.** If a team suspects that the opposition is playing an unregistered player it is their duty to report this to the referee before (or during) the match and not wait until after losing the game. The referee should then ensure the player does not take any further part in the match and report it to the organising committee.

3) FORMAT OF THE TOURNAMENT

- n. **Saturday.** On Saturday the games are played in 12 pools of 5 teams.
- o. **Sunday.** On Sunday the teams will play in one of three competitions depending upon where they finish in the Saturday pool games.
 - i) The top 2 teams from each of the Saturday pools will play for the Amsterdam Sevens Silver Pier title. The 24 teams will play in eight pools of 3 teams. The winners of each of these Sunday Pools will go through to the knock-out stages, beginning at the Quarter Final stage.
 - ii) The teams finishing third in each of the Saturday pools will play for the Heineken Boot title. The 12 teams will play in a four pools of 3 teams. The winners of each of these Sunday Pools will go through to the knock-out stages, beginning at the Semi Final stage.
 - iii) The teams finishing fourth in each of the Saturday pools will play for the Integer Plate title. The 12 teams will play in a four pools of 3 teams. The winners of each of these Sunday Pools will go through to the knock-out stages, beginning at the Semi Final stage.
 - iv) The teams finishing fifth in each of the Saturday pools does not play on Sunday.
- p. **Pools.** In the Saturday Pools and the Sunday Pools the position in the pool is based upon the following.
 - i) The team with the highest number of points. In the pools a victory is worth 2 points, a draw worth 1 point and a defeat no points.
 - ii) In the event of teams having an equal number of points when pool matches are completed the team having scored the highest number of tries will be placed higher.
 - iii) If the number of tries scored is also equal then the team having conceded the lowest number of tries will be placed higher in the table.
 - iv) If tries scored and tries against are equal then the team with the highest number of points scored (including kicks) will be placed higher in the table.
 - v) If tries scored, tries against and points scored are equal then the team with the lowest number of points against (including kicks) will be placed higher in the table.

- vi) If these fail to separate the teams then the toss of a coin will be used to decide which team is placed higher.

q. Seeding.

- i) The seeding for the Saturday pools will be done by the Fixtures Secretary based upon the information available.
- ii) The seeding for the Sunday Pools will be based upon the position in the Saturday pool (first is better than second), followed by the same elements used to determine the position in the pool; points, tries scored, tries against, points scored and points scored against (see above).
- iii) For the Silver Pier the top seeded team will go into Sunday Pool 1, the second seeded team into pool 2 etc. until pool 8. The 9th seeded team goes into pool 8, the 10th seeded team into pool 7 and so on until the 16th seeded pool is in pool 1. 17th seeded team goes into pool 1, 18th seeded team into pool 2 etc. until the 24th seeded team plays in pool 8.
- iv) For the Heineken Boot and Integer Plate the process is exactly the same but for 4 pools only.
- v) For the Silver Pier knock-out stages the winners of Sunday Pool 1 play the winners of Sunday Pool 8, Sunday pool 2 winner plays Sunday Pool 7 winner, Sunday Pool 3 winner plays Sunday Pool 6 winner and Sunday Pool 4 winner plays Sunday Pool 5 winner. Assuming the top seeded team wins each quarter final, the semi finals will see Sunday Pool 1 winner play Sunday pool 4 winner and Sunday Pool 2 winner play Sunday Pool 3 winner. Again, assuming the top two seeded teams win, Sunday Pool 1 winner will play Sunday League 2 winner in the Final
- vi) For the Integer Plate and Heineken Boot the semi-finals will see the winners of Sunday Pool 1 play the winners of Sunday Pool 4 and the winners of Sunday Pool 2 play the winners of Sunday Pool 3.
- vii) All of the seeding for Sunday will be done automatically. The organizing committee reserves the right to manually adjust the seeding in the following cases; two teams from the same Saturday Pool are drawn together on the same Sunday Pools or two connected teams are drawn together in the same Sunday Pool.

4) ORGANISING COMMITTEE

The committee makes the schedules for the referees in cooperation with the N.S.R.S. (Dutch Society of Rugby Referees).

If a situation arises where the laws of the game (IRB) or the regulations of either the IRB or N.R.B. nor the regulations of the tournament above provide a solution the Tournament Organising Committee will decide.

5) LIABILITY

The attention of participating clubs, club members and players is drawn to the following condition.

Any costs to individual clubs, club members and players arising out of loss, theft or injury whilst attending or participating in the Amsterdam Sevens must be met by the clubs, club members or players involved and their insurers.

NO LIABILITY IN THIS OR ANY OTHER RESPECT WILL BE ACCEPTED BY THE STICHTING RUGBY PROMOTIE AMSTERDAM or AMSTERDAM ATHLETIC CLUB, SECTION RUGBY