

# WPFG ABRIDGED RULES - RUGBY (7 Aside) -- Page 1

## GUIDING BODIES

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## EVENTS

7 Aside Tournament; Unisex: 12 person team plus one non-playing coach. A player may compete in only one division and on only one team.

OPEN: Division I  
Division II

SENIOR (B): 35 years & over as of the first day of competition.  
MASTER (B): 45 years & over as of the first day of competition.

## BRACKETING

Round Robin (Group Play) followed by a Single Elimination tournament within each age class. Bracketing may be modified, depending on the number of teams entered and venues available, to allow teams to play the maximum number of games possible.

**DIVISIONAL PLAY:** Several sports have instituted a Division I and Division II concept. The following rules govern the placement of teams in either Division I or Division II

### **DIVISION I:**

Teams may form and/or combine from states/provinces or similar region within a country and shall compete in Division I.

Medal winners in Division I from the previous WPFGE.

Any team may elect to compete in Division I with WPFGE approval.

### **DIVISION II:**

All other teams may compete in Division II.

Members of a combined team can be from Law Enforcement and/or Firefighter Services.

**WPFGE reserves the right to place a team in either Division I/Division II.**

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### EQUIPMENT

#### **UNIFORMS:**

Uniforms will be worn and will conform to IRFB standards.

No tear-away jerseys.

No braces containing metal.

Boots may have studs (cleats). They must be circular, securely fastened to the boots and of the following dimensions:

Length (max.):	18 mm (measured from sole)
Diameter at base:	13 mm (min.)
Diameter at top:	10 mm (min.)

No steel studs. The wearing of a single stud at the toe is prohibited.

### GENERAL RULES

A maximum of 7 players a side will be on the field.

A scrum will consist of a minimum of 3 players

The non-playing coach in Rugby, while not an active participant in the game, is critical to the team's preparation for the game as well as planning strategy and the roster.

Each game in group play will be 14 minutes in length. Two 7-minute halves. There will be a 1 minute half-time.

Semi-final and final matches will be 20 minutes in length (Two 10-minute halves). There will be a 2 minute half-time in those matches.

Any player "sent off" by a referee during a game will be barred from further competition in the tournament.

In case of a tie at the end of group play, a winner will be determined by the following:

1. Head to head competition within the group.
2. Most points scored in group play.
3. Most tries scored in group play.
4. Fewest points scored against in group play.

In the event of a tie score in the Semi-final or Final matches, a "Sudden Death" overtime period (s) will be played. The match will be restarted and consists of 5 minute periods with a 1 minute break in between to switch sides. These periods will continue until one team scores.

**IMPORTANT:** Each team will be allowed one substitution per game for injury. Substituting players from other teams is not permitted.

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Replacement of players: During a match each team may replace not more than three players. A player may be replaced only if he/she is injured. If he/she is replaced, he/she must not return and play in the match. A player with an open or bleeding wound may be temporarily replaced. Medical personnel and/or referee decide if the injury is cause for substitution.

**NOTE: Benches – only players and non-playing coaches registered in that Division will be allowed in the bench area. One warning only – second infraction results in forfeit of game.**

All games will start on time. There will be a five minute grace period allowed before the game is forfeit.

Any event that occurs that is not covered in these rules or in the IRFB rule book will be decided upon by the tournament committee.

Poor sportsmanship and/or dangerous play will not be tolerated.