



## **UNITED ARAB EMIRATES RUGBY FEDERATION** **Women's Rugby 7's Regulations**

These Specific Competition Rules for the UAERF Women's 7's 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 Women's Rugby 7's Cross Border League (the 'competitions')

There will be six (6) tournaments and one (1) final, which will constitute the Series.

### **2. Competition Format**

The Competitions are organised in a league followed by promotion and demotion format

#### **Laws of Seven a Side**

All matches shall be played according to World Rugby and Seven Side Variations. No more than seven players in each team on the playing area shall play a match. A player may be replaced on account of injury or substituted. A team cannot nominate more than three replacements or 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 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 the 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 `0 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 WR 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 winning the coin toss will either choose to kick off the match or choose a specific side of the pitch. At half time, teams will switch sides and the team that kicked off the match will then receive the kick.

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 Finals, a knockout competition will be in effect. 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 procedures 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 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.

### **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

2 yellow card offences within the same tournament will result in an immediate removal from the tournament. The Ladies UAERF Committee will review the offences and the player could receive a minimum of a one to five (1-5) match ban. If the player receives the yellow cards in a specific league (ex. A, B or C), then the player will be banned from all of the games/matches in that specific league, until the consequences have been completed. If the player receives the yellow cards in different leagues (ex. A and B or B and C), then the Ladies UAERF Committee will decide which games/matches that the player will be banned from.

A red card offence incurs immediate suspension from the league 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.

### **Registration**

A club may not select a player for a match that is not registered with the UAERF or Asia Rugby

A player shall be effectively registered with the UAERF once they have been registered by the club in the Union's database and until such time as effective registration shall cease to have effect.



### **Declaration of Squad**

Competition squads should be lodged with UAERF by 12 Noon on the Thursday preceding the competition.

### **Series or Competition Replacements**

Where a player needs to be replaced in any squad prior permission from UAERF committee must be sought.

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.

### **Women's Competition**

Teams will be grouped into pools as per the standings of each previous round.

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**

Competition points shall determine position in the pool competition table 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 placings.

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 pool matches, all teams will be ranked accordingly.

- Teams who score the most number of competition points
- If there is a tie i.e. there are teams with the same number of competition points, the teams with the highest positive difference scored will be ranked higher
- If there is still a tie, the team with the highest positive margin of tries shall be ranked higher
- If there is still a tie the team who scored the higher number of points will be ranked higher
- If there is still a tie the team who scored the highest number of tries will be ranked higher
- If there is still a tie after all the above, the tie will be resolved by the toss of a **coin** between the Team Managers concerned.

### Series Points

The overall winner of the series will be determined by the team with the most series points as set out in the examples below. The series points allotted will depend on the amount of teams who enter the tournament. The team placing at the bottom will receive four (4) points and the all the teams ranked above will receive increased points in increments of four (4)

Example: Round One

Position	Points
First	48 points
Second	44 points
Third	40 points
Fourth	36 points
Fifth	32 points
Sixth	28 points
Seventh	24 points
Eight	20 points
Ninth	16 points
Tenth	12 points
Eleventh	8 points
Twelfth	4 points



Example: Round Five

Position	Points
First	64 points
Second	60 points
Third	56 points
Fourth	52 points
Fifth	48 points
Sixth	44 points
Seventh	40 points
Eight	36 points
Ninth	32 points
Tenth	28 points
Eleventh	24 points
Twelfth	20 points
Thirteenth	16 points
Fourteenth	12 points
Fifteenth	8 points
Sixteenth	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.