



Competition Format and Rules

Formato y reglas de la competencia / Format et règles de compétition

As of SAT 17 SEP 2018

Youth Olympic Competition Format

The Rugby Sevens competition at the Summer Youth Olympic Games Buenos Aires 2018 consists of Women's and Men's events. Each event consists of two phases, the pool round and the ranking round. The ranking round consists of the placing 5-6, the bronze medal match and the gold medal match. The six competing teams in each event are placed into a single pool and play each other. Match points are awarded to both teams after each pool match according to the following criteria:

- Win = 3 points
- Draw = 2 points
- Loss = 1 point
- No show = 0 points

Following the completion of the pool round, teams progress to the placing matches according to their pool round rank: 5th vs 6th (placing 5-6), 3rd vs 4th (bronze medal match) and 1st vs 2nd (gold medal match)

Differences between the Sevens World Series and the Youth Olympic Games

There are more teams taking part in the Sevens World Series. In addition to the medal competition there is also the Challenge Trophy.

Changes since the Youth Olympic Games Nanjing 2014

The duration of the bronze and gold medal matches is now fourteen minutes, as for all matches in the pool round, and not twenty minutes.

Sport Rules and Procedures

The Youth Olympic Rugby Sevens competition is conducted in accordance with the World Rugby Laws of the Game and Seven-a-Side Variations 2016.

Game Description

Rugby Sevens is a fast and exciting team sport where the objective of the game is that two teams should, by carrying, passing, kicking and grounding the ball, score as many points as possible. A Try is worth five points and is awarded when a player touches the ball down on or beyond the opposing team's Goal Line. After a Try is scored, the team also has a chance to register an additional two points with a Conversion Kick which is completed by kicking the ball over a bar between two goal posts. If the opposition commits an offence a penalty may be awarded. A team can then choose to drop-kick at the goal which, if successful, is worth three points. During open play, a team may also attempt to drop-kick the ball through the posts for a drop goal which is also worth three points. Play stops at the discretion of the match referee who is the sole judge of fact and law including time. The referee is assisted by the assistant referees and in-goal judges during a match. The match referee may choose not to stop the play at an infringement if the non-offending team gains an advantage.

A match is played with no more than seven players in each team on the field of play. A team can substitute or replace up to five players. Temporary replacement of a player is permitted for a blood injury. A player who has been replaced due to injury may not resume play in the same match. A player who has been substituted may not resume play in the same match except in the case of a temporary blood replacement.

Alternatively, a rolling substitution system may be implemented by World Rugby. In this case a team may substitute the same player more than once as long as no more than five substitutions are made in total.

No replacement or substitution may be made except with the permission of the referee, and only during a stoppage in play. In line with World Rugby Laws and Regulations, all matches are officiated by five officials (referee, two assistant referees and two in-goal judges) together with the World Rugby appointed Citing and Judicial Officials.



Match Duration

The duration of all matches is fourteen minutes; two halves of seven minutes each with a two minute half-time interval.

Extra time is required only for the knock out round if matches end in a draw. After a break of two minutes, during which the referee organises a toss with the team managers to decide which team will kick off from which end, the extra time is played in periods of five minutes. The team which scores first in extra time will immediately be declared the winner without further play. If additional periods of extra time are required teams change ends without an interval.

Tie Break Rules

Pool ranking

- If at the conclusion of the pool round two teams are equal on match points for any position in the pool, the team that won the match between those teams will be ranked higher in the pool.
- If the match between the two teams was a draw or if more than two teams are tied on match points, then the following process will be used to determine the ranking:
 - The margin of points scored for and against a team in all pool matches will be considered. The team with the highest positive margin of points will be ranked higher in the pool.
 - If the tie remains unresolved: The margin of tries scored for and against a team in all pool matches will be considered. The team with the highest positive margin of tries will be ranked higher in the pool.
 - If the tie remains unresolved: The team that has scored the highest number of points in the pool matches will be ranked higher in the pool.
 - If the tie remains unresolved: The team that has scored the highest number of tries in the pool matches will be ranked higher in the pool.
 - If the tie still remains unresolved: The tie will be resolved by a coin toss between the Team Managers.

Ranking round

- For all matches in the knock out round, if teams are tied at full time, then the winner is determined by sudden death extra time. The team which scores first in extra time will immediately be declared the winner without further play.

Penalties / Disqualification Rules

Penalties can be awarded for many reasons in Rugby Sevens. Some of the most common are: high tackle (tackle above shoulder height), not rolling away at a tackle or ruck (a player on the ground must not interfere with play), being offside. A severe or cynical offence may result in a yellow card, at which time the player spends two minutes in the sin-bin and the team plays the ensuing period a player down. For very serious offences, the referee can issue a red card, which means the offending player is sent off for the remainder of the match. A player receiving a second yellow card in the same match results in a red card.

Protests / Appeals

The protests and appeals process will be according to World Rugby Rules and Regulations.

- The Referee will manage all matches and any incident on the field of play during a match not seen to be properly dealt with by the Referee will be reviewed by the Citing Commissioner; the Citing Commissioner will decide whether or not to issue a report for further action to be taken and must issue this report within one hour following the completion of the match.
- A team may refer an incident to the Citing Commissioner; the Citing Commissioner will decide whether or not the referral will be upheld.
- A Judicial Officer will conduct a hearing as quickly as possible once the Citing Commissioner's report has been issued and will decide whether or not to uphold the Citing Commissioner's Report and if so, will issue a sanction in line with the World Rugby's Disciplinary Guidelines.
- A team may appeal the decision of the Judicial Officer but the player will not be permitted to play again in the competition until the appeal is heard.

Any dispute not related to the playing of the match will be dealt with by the World Rugby's appointed Technical Director in accordance with the tournament dispute resolution guidelines.