



## MILANO RUGBY FESTIVAL 2019 - Tournament Ruler

Welcome to Milano Rugby Festival, the biggest Rugby 7's Tournament in Italy.

First of all we want to state a key message for all teams that will be attending Milan Rugby festival.

**All teams must arrive punctually to all fixtures**, we are hosting more than 150 games over the weekend, please help us being on time! A 5 min delay for the first game can become 1 hour delay by the end of the day!

### REGISTRATION:

You can subscribe your team at MRF19 on our new website! ([milanorugbyfestival.com](http://milanorugbyfestival.com)).

Every team can enlist no more than 15 players , all of them have to be registered in their rugby federation and have passed their medical exam. We understand that not all countries require medical exam please contact us to find out about your country specific requirements.

to enter your team there are 2 phases:

- 1) Team Subscription: the team manager has to enter the team into the tournament. this is done by filling out the relevant document with his personal information ( name , surname , ID card , email , mobile phone) and the team information ( name of the team , country, category). the team manager must then pay the deposit to complete booking the spot ( PayPal or bank transfer).
- 2) Check-in: once you have all the data of the players that will attend to the tournament, we ask you to fill the final player list on our website (open from **April 2019**). For every player you have to insert : Name, surname, age of birth, ID card number, medical status (the team manager will assume the responsibility of the correct data input). then the team manager will fill the companion list ( name , surname , ID card).

### Tournament Formula:

At Milano Rugby Festival we host:

- 32 senior teams
- 16 ladies teams
- 12 veteran teams

Seniors and ladies tournament will be divided in 2 phases:

- Pools stage: 4 team in each pool , 3 games per team on Saturday
- Knockout phase: each Team based on their Saturday results will enter the relevant knockout phase. Each team will play at least 1 game on Sunday morning.

to better see the formula.

### Tournament Rules

the intent and the spirit of the tournament is to bring out courage, loyalty, sportsmanship, discipline and productivity of the competing teams, as well as all other communal emotions that make our sport unique on and off the pitch. the tournament will base its rules on those set out by the International Rugby Board Seven-a-side variation rules from 2007 onwards. it is important to note

that the final decision on interpretation of the rules of the tournament is at the discretion of the organizers of MILANO RUGBY FESTIVAL. Any decision made by the organiser is final and undisputable.

In the case of the need of a disciplinary committee, such a committee will be formed by a member of the organisers of the tournament and a referee. This committee upon request will decide all and any disciplinary measure regarding transgression not covered by the rules.

Seniores Rules:

- Pools: 2 points for a win, 1 point for a draw, no point for a loss. if a team does not show up for their game after 3 minutes the referee will award the other team a 20-0 win. In the case of a drawn pool the team with the largest points difference will come first. if there is still a draw it will come down to number of tries scored. If there is still a draw then it will be decided by coin toss.

Rules for the female tournament

Female players born in 2001 can participate in the tournament only if they have the written permission from a legal guardian and a photocopy of the relevant guardians identity documents. To be clear a written permission slip is only valid if accompanied by a photocopy of the guardians identity document and only if the guardians document is valid.

In the case a teams players have not had the relevant scrummaging training sessions or are born in 2001 all scrums will be no contest.

### **pre game rules**

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*punctuality warning* – it is absolutely essential that timings for games be respected. for this reason all teams must arrive to the relevant warm up areas 20 minutes before their game starts. in the case of a team arriving late to their game the referee will award a walkover victory to the first team that shows up. a polite reminder that there will be over 150 games played during the tournament and this method is the only way to make sure everyone gets to play.

*deciding who kicks off* – to save time on the timetable the “Home team” (as in the Team named on the left hand side of the fixture) will kick off towards the canal. the only exception to this rule will be the finals where it will be decided by a coin flip.

### **game length**

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*these rules are variations on rules 5 and 6 set out in the IRB rule book for sevens tournaments*

*Play length* – Games will be two halves on seven minutes. half time will be 1 minute. finals will be two halves of ten minutes with a 2 minute halftime break.

*Extra time* – In the case of a knock out game being tied at the end of the game there will be 5 minutes of extra time until one team scores. the team that kicked off in the first half will kick off.

in the case of draw after extra time there will be a penalty shootout of drop goals from the 22 meter line to determine the victor.

## **substitutions**

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*Our rules are based on rule 4 set out in the IRB handbook for sevens tournaments*

there can only be seven players per a side present on the pitch at any one time. only the players, the referee, the lines men, the medics are allowed on the pitch during a match. players on the pitch can change either because of injury or substitution follow the below rules:

- (vi) substitution cannot be made unless the referee give permission and there is a break in play.
- (vii) both teams can make substitutions during a break in play.
- (viii) if a player is bleeding they must be substituted off.
- (ix) A player entering the game must do so from in front of the team's bench whereas a player exiting the field can do so from wherever.
- (x) a substituted player can always be substituted back into play.

## **Calci e trasformazioni**

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*Our rules are based on rules 9, 13 and 21 from the IRB handbook for sevens tournaments*

*Conversions* – a conversion kick must be carried out within 40 seconds of a try being scored. if the time limit is exceeded the kick will be annulled during the conversion the opposing team must stay behind the posts.

*Penalties and free kicks* – all players may take a penalty after an infraction. if a team decides to kick for points they must indicate as much clearly to the referee. once the referee has been informed the team has 40 seconds to kick. if the time limit is exceeded then play will restart with a scrum for the opposing team where the penalty was awarded.

*Kick off* – after a try the team that scored will restart the game with a drop kick from the halfway line (or further back). All infractions regarding kick offs will be met with a short arm penalty for the opposing team. all infractions regarding kick offs are:

- i) The ball once kicked does not clear the opposing team's ten meter line. This rule stands unless a member of the opposing team plays the ball.
- ii) The ball is kicked into touch
- iii) the players of the team kicking off are in an offside position during the kick
- iv) if the ball rolls into the dead zone or an opposing player grounds the ball in their own try area. this latter case is only valid if the ball enters unaided into the try area.

The ball must be kicked with any part of the leg under the knee but not with the heel.

## **Scrums**

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*our rules are based on rule 20 from the IRB handbook on sevens tournaments*

*scrum formation* – A scrum is formed of 3 players from each team the player must stay bound until the scrum is over.

*Procedure of engagement* - the scrum must listen to the commands given to them by the referee

*Kicking* – A player may not intentionally kick the ball out of the scrum corridor once it has been introduced. a player may also not kick the ball in any direction except towards their own try line. in the case of illegal kick a penalty will be given to the opposing team..

## **Foul play**

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*our rules are based on rule 10 from the IRB handbook on sevens tournaments*

*Yellow cards* – if a yellow card is given the player that receives the card must exit the field of play for 2 minutes.

*Red card* – if a player receives a red card the player will be expelled from the field and cannot return to play until their case is heard by a disciplinary committee formed by the organising committee.

## **Playing kit**

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Teams playing at the tournament must bring their own playing kit. the kit must follow the rules set out by the IRB. away kits is not required if a referee decides that two kits are clashing then the organising committee will provide alternative kit. names and numbers are not required on the kit

## **Technical area and bench**

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Each team is permitted to have the following people in their technical area/bench: coach, directors, fisio and seven reserve players. reserve players must be easily recognisable as such. Each team can therefore have a maximum of 16 people on pitch at any time (14 players, 1 coach, 1 fisio).

## **Team rosters and substitutes**

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Each team is able to call up new players that have not played for any other team at the tournament in the case they do not have seven players available to play. Missing players are only deemed as such only if they are injured or have permanently expelled from play. in the case of injury the official tournament medic must certify that the player cannot carry on before they can be replaced in the roster. in this case it must be the team director to nominate the new player with the autorisation from the organising committee. the organising committee retains the right to assess the reason of the missing player before allowing a new player to join.