

1st World Tournament of School Rugby



2nd September 2023 – 7th September 2023

COMPETITION RULES

Our Objective:

TO ORGANIZE THE FIRST WORLD TOURNAMENT OF SCHOOL RUGBY TO STRONGLY ASSOCIATE SPORT AND EDUCATION IN THE FRAME OF THE NEXT RUGBY WORLD CUP AND TO CELEBRATE THE BICENTINARIY OF RUGBY DOING SO TO PASS ON THIS HERITAGE TO ALL CHILDREN AROUND THE WORLD.

Disclaimer:

Any recipient acknowledges the right for the RHC organising committee going forward to adjust or change significantly the technical information contained herein for the proper execution of the Rugby Heritage Cup tournament. Provided that the communication of changes will be done in an adequate timing for the participants to adapt accordingly.

GENERAL RULES:

The Rugby Heritage Cup Pontlevoy 2023 ® is a world tournament for the young people under 15 years old registered at a school or an union of schools, a rugby club, a rugby sevens academy or an association.

The competition will be run with 24 boy's teams and 20 girl's teams under 3 tournaments with 4 challenges leading to a ranking over 400 points per team:

- Rugby sevens
 Girls competition 200 points
 Or Boys competition 200 points
- Rugby short 100 points
- Rugby chef 100 points

In a few situations, the girls teams and the boys team can be associated for the tournaments Rugby short or Rugby chef. In this case the points are attributed to the 2 teams.

For each challenge, a full ranking will be established for the points allocation and to award the 3 best teams in each challenge.

By the end of the 3 challenges, the total wrap up will be done and the team with the highest cumulated score over the 3 tournaments will be declared the winner of the Rugby Heritage Cup Pontlevoy 2023.

RUGBY SEVENS COMPETITION RULES

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Article 1 - CONDITIONS OF PARTICIPATION

The rugby sevens challenge from the 1st World Tournament of School Rugby will be played according to the rules of the game of rugby seven a side. This document is aiming at describing the specific rules established for this tournament as a complement of the World Rugby rules for the seven a side rugby.

This competition is open to **all players born between 08/09/2008 and 07/09/2010 unless exceptionally agreed by the organizing committee.**

Article 2 – COMPOSITION OF THE TEAMS

Each team can present a minimum of 9 players and a **maximum of 12 players + 2 staff.** The 9 or 12 players indicated on the match sheet will be the same as those on the regulation sheet during the tournament.

No change of player can be made after the deposit of the match sheet.

All players must not be under a sporting suspension or sanction.

Article 3 – TITLES & AWARDS

Following the assessment phase, the teams will be divided into 3 competitions (Cup, Plate and Development). Each team can claim the trophy at its respective level.









Article 4 - COMPOSITION OF THE POOLS (assessment phase)









The composition of the tournament pools (boys and girls) has been drawn by lot on June 20th 2023 and is presented below.









RUGBY HERITAGE CUP









PONTLEVOY - 02 AU 07 SEPTEMBRE 2023













POULE A					
GARÇONS			FILLES		
EQUIPE		N°	EQUIPE		N°
 EARLSTON HIGH SCHOOL	ECOSSE	1G	 EARLSTON HIGH SCHOOL	ECOSSE	1F
 COLLEGE JEAN MOULIN	FRANCE	2G	 COLLEGE JEAN MOULIN	FRANCE	2F
 CONDOR SEVENS	NOUVELLE-ZELANDE	3G	 CONDOR SEVENS	NOUVELLE-ZELANDE	3F
 ACADEMIA TEN	PORTUGAL	4G	 LES MAKIS DES ENFANTS DE L'OWALE	MADAGASCAR	4F

POULE B					
GARÇONS			FILLES		
EQUIPE		N°	EQUIPE		N°
 RUGBY SCHOOL	ANGLETERRE	9G	 RUGBY SCHOOL	ANGLETERRE	9F
 COLLEGE DE PONTLEVOY	FRANCE	10G	 COLLEGE DE PONTLEVOY	FRANCE	10F
 IONA COLLEGE	AUSTRALIE	11G	 STUARTHOLME SCHOOL	AUSTRALIE	11F
 OLD RESIAN CLUB	ARGENTINE	12G	 UNION RUGBY CLUB DUMBEA	NOUVELLE-CALEDONIE	12F

POULE C					
GARÇONS			FILLES		
EQUIPE		N°	EQUIPE		N°
 BALLYCLARE HIGH SCHOOL	IRLANDE DU NORD	5G	 JAPAN RUGBY SEVENS ACADEMY	JAPON	5F
 JUNIOR RUGBY BRESCIA ASC	ITALIE	6G	 COLLEGE LA GARENNE	FRANCE	6F
 TONGA COLLEGE	TONGA	7G	 TONGA U15 FILLES	TONGA	7F
 SHAMAS RUGBY FOUNDATION	KENYA	8G	 SHAMAS RUGBY FOUNDATION	KENYA	8F

POULE D					
GARÇONS			FILLES		
EQUIPE		N°	EQUIPE		N°
 ST MICHAEL'S COLLEGE	REPUBLIQUE D'IRLANDE	13G	 ROBERT CLACK SCHOOL	ANGLETERRE	13F
 GEORGIA RUGBY UNION	GEORGIE	14G	 COLLEGES AULNAY	FRANCE	14F
 ACS ACADEMY BUCAREST	ROUMANIE	15G	 EQUIPE CENTRE-VAL DE LOIRE	FRANCE	15F
 EASTERN BAY OF PLENTY	NOUVELLE-ZELANDE	16G	 EASTERN BAY OF PLENTY	NOUVELLE-ZELANDE	16F

POULE E					
GARÇONS			FILLES		
EQUIPE		N°	EQUIPE		N°
 YSGOL GYFUN GWYR	PAYS DE GALLES	17G	 YSGOL GYFUN GWYR	PAYS DE GALLES	17F
 AS MONACO RUGBY	MONACO	18G	 COLLEGE BON ACCUEIL	FRANCE	18F
 DON BOSCO ASHALAYAM	INDE	19G	 DON BOSCO ASHALAYAM	INDE	19F
 LOMAGUNDI COLLEGE	ZIMBABWE	20G	 LOMAGUNDI COLLEGE	ZIMBABWE	20F

POULE F		
GARÇONS		
EQUIPE		N°
 CLIFTON COLLEGE	ANGLETERRE	21G
 COLLEGES NORD ISERE	FRANCE	22G
 COLEGIO MONTEMAR	CHILI	23G
 WHITCHURCH RFC	PAYS DE GALLES	24G

Article 5 – ALLOCATION OF POINTS & RANKING

All teams participate in the assessment phase to determine the level at which the teams will participate. Teams will be classified according to their results and divided into 3 levels:

- CUP
- PLATE
- DEVELOPMENT

For the 24 boys teams the general classification of each level (Cup / Plate / Development) is considered in the final classification of the Heritage Cup (sporting and cultural competition), according to the following scale:

Ranking	Competition	Points
1 st	CUP	200
2 nd		196
3 rd		192
4 th		188
5 th		184
6 th		180
7 th		176
8 th		172
1 st	PLATE	168
2 nd		164
3 rd		160
4 th		156
5 th		152
6 th		148
7 th		144
8 th		140
1 st	DEVELOPMENT	136
2 nd		132
3 rd		128
4 th		124
5 th		120
6 th		116
7 th		112
8 th		108

For the 20 girls teams the general classification of each level (Cup / Plate / Development) is considered in the final classification of the Heritage Cup (sporting and cultural competition), according to the following scale:

Ranking	Competition	Points
1 st	CUP	200
2 nd		196
3 rd		192
4 th		188
5 th		184
6 th		180
7 th		176
8 th		172
1 st	PLATE	168
2 nd		164
3 rd		160
4 th		156
5 th		152
6 th		148
7 th		144
8 th		140
1 st	DEVELOPMENT	136
2 nd		132
3 rd		128
4 th		124

Article 6 – POOL CLASSIFICATION CRITERIA

One match against each team in the pool.

- A **won** match awards **3 points**
- A **draw** awards **2 points**
- A match **lost** awards **1 point**

⇒ The forfeit for teams:

- 0 points for the team with a negative goal average of – 25 (5 tries).
- 3 points for the opponent with a positive goal average of +25 (5 tries).

Unbalanced Pools:

In the event of an unbalanced pool(s), consequence of a disqualified team (example: 3 pools of 4 teams and 1 pool of 3 teams). In the pool with a lower number of teams, the teams that should have played against the disqualified team will score 3 points and + 25 in goal average (5 tries).

Ranking in case of a tie in a pool:

At the end of the pool matches, **if two teams** from the same pool have the same number of points, ranking will be made by comparing the following points in order:

1. Result of the match between the two teams concerned. The winner will be ranked ahead of the other. In the event of a tie during the match between the two teams, the classification is then made by comparing the following points:
2. One or more red card(s)
3. The difference in points (goal-average) over all the group matches.
4. The difference in tries over all group matches.
5. The number of points scored in all pool matches.
6. The number of tries scored in all pool matches.
7. The number of yellow card(s) in all group matches

If the tie persists, then this final point of settlement must apply:

The youngest team is declared the winner (average age of the whole team).

At the end of the pool matches, **if more than two teams** from the same pool have the same number of ranking points, this will be done by comparing the following points in order:

1. One or more red card(s)
2. The difference in points (goal-average) over all the group matches.
3. The difference in tries over all group matches.
4. The number of points scored in all pool matches.
5. The number of tries scored in all pool matches.

If the equality persists between two of the teams to decide between:

6. Result of the match between the two teams concerned. The winner will be ranked ahead of the other.
7. The number of yellow card(s) in all group matches

If the tie persists, then this final point of settlement must apply:

The youngest team is declared the winner (average age of the whole team).

Article 7 – INTER-POOL CLASSIFICATION CRITERIA

At the end of the assessment phase, the teams (Girls and Boys) are qualified in 3 levels:

- Cup
- Plate
- Development

The criteria for deciding between teams of the same rank in the different pools are to be considered in the following order:

1. Ranking Points
2. One or more possible red cards
3. The difference in points (goal-average) over all pool matches. The team with the best point difference is ranked ahead of the others.
4. The difference in tries over all pool matches.
5. The number of points scored in all pool matches.
6. The number of tries scored in all pool matches.
7. The number of yellow card(s) in all pool matches

If the tie persists, then this final point of settlement must apply:

The youngest team is declared the winner (average age of the whole team).

In the event that the number of teams is not identical in all pools:

⇒ The classification rank in the pool is always the first to be considered. The 1st in the pool are ranked at the top of the classification, then the 2nd, the 3rd and the 4th.

⇒ The criteria for deciding between teams of the same rank in the different pools are to be considered in the same order as before.

Article 8 – TABLE OF THE FINAL PHASE MATCHES

The final phases of each tournament (Cup, Plate, Development) take place in single matches according to the following set up:

TERRAINS/ FIELDS		ROUGE / RED		BLANC / WHITE		BLEU / BLUE						
SAMEDI 02 SEPT	POULES / POOLS / CE A	POULE A		POULE C		POULE E						
		10H00	MATCH 1	EARLSTON HIGH SCHOOL	COLLEGE JEAN MOULIN	MATCH 13	BALLYCLARE HIGH SCHOOL	JUNIOR RUGBY BRESCIA ASC	MATCH 25	YSGOL GYFUN GWYR	AS MONACO RUGBY	
		10H30	MATCH 2	EARLSTON HIGH SCHOOL	COLLEGE JEAN MOULIN	MATCH 14	JAPAN RUGBY SEVENS ACADEMY	COLLEGE LA GARENNE	MATCH 26	YSGOL GYFUN GWYR	COLLEGE BON ACCUEIL	
		11H00	MATCH 3	CONDOR SEVENS	ACADEMIA TEN	MATCH 15	JUNIOR RUGBY BRESCIA ASC	SHAMAS RUGBY FOUNDATION	MATCH 27	DON BOSCO ASHALAYAM	LOMAGUNDI COLLEGE	
		11H30	MATCH 4	CONDOR SEVENS	LES MAKIS DES ENFANTS DE L'OVALE	MATCH 16	COLLEGE LA GARENNE	SHAMAS RUGBY FOUNDATION	MATCH 28	DON BOSCO ASHALAYAM	LOMAGUNDI COLLEGE	
		12H00	MATCH 5	EARLSTON HIGH SCHOOL	CONDOR SEVENS	MATCH 17	BALLYCLARE HIGH SCHOOL	TONGA COLLEGE	MATCH 29	YSGOL GYFUN GWYR	DON BOSCO ASHALAYAM	
		12H30	MATCH 6	EARLSTON HIGH SCHOOL	CONDOR SEVENS	MATCH 18	JAPAN RUGBY SEVENS ACADEMY	TONGA U15 GIRLS	MATCH 30	YSGOL GYFUN GWYR	DON BOSCO ASHALAYAM	
		14H00	MATCH 7	COLLEGE JEAN MOULIN	ACADEMIA TEN	MATCH 19	TONGA COLLEGE	SHAMAS RUGBY FOUNDATION	MATCH 31	AS MONACO RUGBY	LOMAGUNDI COLLEGE	
		14H30	MATCH 8	COLLEGE JEAN MOULIN	LES MAKIS DES ENFANTS DE L'OVALE	MATCH 20	TONGA U15 GIRLS	SHAMAS RUGBY FOUNDATION	MATCH 32	COLLEGE BON ACCUEIL	LOMAGUNDI COLLEGE	
		15H00	MATCH 9	EARLSTON HIGH SCHOOL	ACADEMIA TEN	MATCH 21	BALLYCLARE HIGH SCHOOL	SHAMAS RUGBY FOUNDATION	MATCH 33	YSGOL GYFUN GWYR	LOMAGUNDI COLLEGE	
		15H30	MATCH 10	EARLSTON HIGH SCHOOL	LES MAKIS DES ENFANTS DE L'OVALE	MATCH 22	JAPAN RUGBY SEVENS ACADEMY	SHAMAS RUGBY FOUNDATION	MATCH 34	YSGOL GYFUN GWYR	LOMAGUNDI COLLEGE	
		16H00	MATCH 11	COLLEGE JEAN MOULIN	CONDOR SEVENS	MATCH 23	TONGA COLLEGE	JUNIOR RUGBY BRESCIA ASC	MATCH 35	AS MONACO RUGBY	DON BOSCO ASHALAYAM	
16H30	MATCH 12	COLLEGE JEAN MOULIN	CONDOR SEVENS	MATCH 24	TONGA U15 GIRLS	COLLEGE LA GARENNE	MATCH 36	COLLEGE BON ACCUEIL	DON BOSCO ASHALAYAM			
DIMANCHE 03 SEPT	POULES / POOLS / DF B	POULE B		POULE D		POULE F						
		10H00	MATCH 37	RUGBY SCHOOL	COLLEGE DE PONTLEVOY	MATCH 49	ST MICHAEL'S COLLEGE	GEORGIA RUGBY UNION	MATCH 61	CLIFTON COLLEGE	COLLEGES NORD ISERE	
		10H30	MATCH 38	RUGBY SCHOOL	COLLEGE DE PONTLEVOY	MATCH 50	ROBERT CLACK SCHOOL	COLLEGES AULNAY	MATCH 62	0	0	
		10H30	MATCH 39	IONA COLLEGE	OLD RESIAN CLUB	MATCH 51	ACS ACADEMY BUCAREST	EASTERN BAY OF PLENTY	MATCH 63	COLEGIO MONTEMAR	WHITCHURCH RFC	
		11H30	MATCH 40	STUARTHOLME SCHOOL	UNION RUGBY CLUB DUMBEA	MATCH 52	EQUIPE CENTRE-VAL DE LOIRE	EASTERN BAY OF PLENTY	MATCH 64	0	0	
		12H00	MATCH 41	RUGBY SCHOOL	IONA COLLEGE	MATCH 53	ST MICHAEL'S COLLEGE	ACS ACADEMY BUCAREST	MATCH 65	CLIFTON COLLEGE	COLEGIO MONTEMAR	
		12H30	MATCH 42	RUGBY SCHOOL	STUARTHOLME SCHOOL	MATCH 54	ROBERT CLACK SCHOOL	EQUIPE CENTRE-VAL DE LOIRE	MATCH 66	0	0	
		13H00	MATCH 43	COLLEGE DE PONTLEVOY	OLD RESIAN CLUB	MATCH 55	GEORGIA RUGBY UNION	EASTERN BAY OF PLENTY	MATCH 67	COLLEGES NORD ISERE	WHITCHURCH RFC	
		14H00	MATCH 44	COLLEGE DE PONTLEVOY	UNION RUGBY CLUB DUMBEA	MATCH 56	COLLEGES AULNAY	EASTERN BAY OF PLENTY	MATCH 68	0	0	
		15H00	MATCH 45	RUGBY SCHOOL	OLD RESIAN CLUB	MATCH 57	ST MICHAEL'S COLLEGE	EASTERN BAY OF PLENTY	MATCH 69	CLIFTON COLLEGE	WHITCHURCH RFC	
		15H30	MATCH 46	RUGBY SCHOOL	UNION RUGBY CLUB DUMBEA	MATCH 58	ROBERT CLACK SCHOOL	EASTERN BAY OF PLENTY	MATCH 70	0	0	
		16H00	MATCH 47	COLLEGE DE PONTLEVOY	IONA COLLEGE	MATCH 59	GEORGIA RUGBY UNION	ACS ACADEMY BUCAREST	MATCH 71	COLLEGES NORD ISERE	COLEGIO MONTEMAR	
16H30	MATCH 48	COLLEGE DE PONTLEVOY	STUARTHOLME SCHOOL	MATCH 60	COLLEGES AULNAY	EQUIPE CENTRE-VAL DE LOIRE	MATCH 72	0	0			
MARDI 05 SEPTEMBRE	MATCHS CLASSEMENT / RANKING / GAMES	DEVELOPMENT		PLATE		CUP						
		1/4 FINALS / 1/2 FINALS		1/4 FINALS		1/4 FINALS						
		10H00	MATCH 73	24 ^{ème} G	17 ^{ème} G	MATCH 81	16 ^{ème} G	9 ^{ème} G	MATCH 89	8 ^{ème} G	1 ^{er} G	
		10H30	MATCH 74	20 ^{ème} F	17 ^{ème} F	MATCH 82	16 ^{ème} F	9 ^{ème} F	MATCH 90	8 ^{ème} F	1 ^{er} F	
		11H00	MATCH 75	23 ^{ème} G	18 ^{ème} G	MATCH 83	15 ^{ème} G	10 ^{ème} G	MATCH 91	7 ^{ème} G	2 ^{ème} G	
		11H30	MATCH 76	19 ^{ème} F	18 ^{ème} F	MATCH 84	15 ^{ème} F	10 ^{ème} F	MATCH 92	7 ^{ème} F	2 ^{ème} F	
		12H00	MATCH 77	22 ^{ème} G	19 ^{ème} G	MATCH 85	14 ^{ème} G	11 ^{ème} G	MATCH 93	6 ^{ème} G	3 ^{ème} G	
		12H30	MATCH 78	-	-	MATCH 86	14 ^{ème} F	11 ^{ème} F	MATCH 94	6 ^{ème} F	3 ^{ème} F	
		14H00	MATCH 79	21 ^{ème} G	20 ^{ème} G	MATCH 87	13 ^{ème} G	12 ^{ème} G	MATCH 95	5 ^{ème} G	4 ^{ème} G	
		14H30	MATCH 80	-	-	MATCH 88	13 ^{ème} F	12 ^{ème} F	MATCH 96	5 ^{ème} F	4 ^{ème} F	
		MARDI 05 SEPTEMBRE	MATCHS CLASSEMENT / RANKING / GAMES	CLASSEMENT 5/6/7/8		CLASSEMENT 5/6/7/8		CLASSEMENT 5/6/7/8				
				15H00	MATCH 97	L M73	L M75	MATCH 101	L M81	L M83	MATCH 105	L M89
15H30	MATCH 98			-	-	MATCH 102	L M82	L M84	MATCH 106	L M90	L M92	
16H00	MATCH 99			L M77	L M79	MATCH 103	L M85	L M87	MATCH 107	L M93	L M95	
16H30	MATCH 100	-	-	MATCH 104	L M86	L M88	MATCH 108	L M94	L M96			
JEUDI 07 SEPTEMBRE	DEMI FINALES / HALF FINALS	1/2 FINALS		1/2 FINALS		1/2 FINALS						
		9H00	MATCH 109	W M73	W M75	MATCH 113	W M81	W M83	MATCH 117	W M89	W M91	
		9H30	MATCH 110	17 ^{ème} F	20 ^{ème} F	MATCH 114	W M82	W M84	MATCH 118	W M90	W M92	
		10H00	MATCH 111	W M77	W M79	MATCH 115	W M85	W M87	MATCH 119	W M93	W M95	
	10H30	MATCH 112	18 ^{ème} F	19 ^{ème} F	MATCH 116	W M86	W M88	MATCH 120	W M94	W M96		
	JEUDI 07 SEPTEMBRE	PETITES FINALES	CLASSEMENT 3/4		CLASSEMENT 3/4		CLASSEMENT 3/4					
			11H30	MATCH 121	L M113	L M115	MATCH 122	L M109	L M111	MATCH 123	L M117	L M119
			12H00	MATCH 124	L M110+74	L M112+76	MATCH 125	L M118	L M120	MATCH 126	L M114	L M116
			14H00									
	JEUDI 07 SEPTEMBRE	GRANDES FINALES	Development		ORDRE DES MATCHS GARÇONS / FILLES TIRE AU SORT	FINALS						
			Plate			MATCH 127	W M109	W M111				
			Elite			MATCH 128	W M110	W M112				
TEXTE NOIR Garçons / Boys			MATCH 129	W M113		W M115						
TEXTE ROUGE Filles / Girls		MATCH 130	W M114	W M116								
L Mxx Perdant (Loser) du match xx		MATCH 131	W M118	W M120								
W Mxx Gagnant (Winner) du match xx		MATCH 132	W M117	W M119								

Article 9 – DISQUALIFICATION

Simple Disqualification:

Definition: Disqualification from a match will be for any team who:

- Fails to appear on the playing area no later than 2 minutes after the time set for the start of the match.
- Does not present at kick-off the minimum squad required to be able to play a rugby 7s match.
- Leaving the pitch before the referee's final whistle.

Penalty:

Points for game

- Team responsible for the disqualification: 0 points
- Team not responsible for the disqualification: 3 points

Match score points

- Team responsible for disqualification: minus 25 points (5 tries)
- Team not responsible for the disqualification: 25 points (5 tries)

General Disqualification:

Definition: General disqualification will be for any team who:

- Withdraws themselves from the level for which they qualified whether before the first match or during the competition.
- Having accumulated three simple disqualifications during the respective tournament

Consequences on the ranking of the teams remaining in competition:

Points for game

- 3 points for the opponents of all matches played or remaining to be played against the disqualified team

Match score points

- 25 points per game for the opponents against the general disqualified team. When a team is disqualified at any time during the competition, all its previous results are cancelled.

Article 10 – LENGTH OF THE MATCHES

A game lasts 14 minutes (divided into two halves of a maximum of 7 minutes each), plus injury or stop time. Half-time is a break of 2 minutes. Only the referee manages the length of the match.

In the event of a draw and **the need for extra time (final phase matches only, ¼ , ½ and final):**

- Before the start of extra time, the referee organizes a toss in the same way as before the match (the team winning the toss having the choice between kicking off or the half of the field they will occupy in the unique period of extra time)
- Match will resume after a one-minute break, **with only one period of four minutes**
- During the four minutes extra time, the team that scores first is immediately declared the winner of the match and play stops.

Decision making process in case of a tie in a match of the final phases:

At the end of the matches, if two teams the same score, ranking will be made by comparing the following points in order:

1. Result of the match between the two teams concerned. The winner will be ranked ahead of the other. In the event of a tie during this match between the two teams, the classification is then made by comparing the following points:

2. One or more red card(s)
3. The difference in points (goal-average) over all the tournament matches.
4. The difference in tries over all tournament matches.
5. The number of points scored in all tournament matches.
6. The number of tries scored in all tournament matches.
7. The number of yellow card(s) in all tournament matches

If the tie persists, then this final point of settlement must apply:
The youngest team is declared the winner (average age of the whole team).

Article 11 - PITCHES

Field of 51 m x 42 m

Article 12 - BALLS

- Girls: Size 4
- Boys: Size 4
- Only official tournament balls will be used for matches.

Article 13 – NUMBER OF PLAYERS & SUBSTITUTES

Maximum number of players per team:

- 9 players minimum and 12 players maximum on the match sheet at the start of the tournament
- 9 players minimum on the regulation sheet at the start of each match
- A team cannot have more than 7 players on the pitch during the game.

Minimum number of players per team:

- 5 players on the field (at any time during the match, at least 3 players who can play scrum and at least 2 centres).

Replacement:

- A replacement takes place only during the stop of the game and at the centre of the pitch. The new player can penetrate on the field only with the referee consent and when the substituted player is out of the pitch.
- The referee can command the replacement of too nervous player for him/her to calm down
- A team may proceed with up to five replacements.
- A team can replace up to five players in the same match:
- A team may replace tactically the same player more than once if they do not make more than 5 tactical replacements in total during the match.

If a player is replaced, he (she) may return to play subject to the following limits and conditions:

- Up to a maximum of 5 tactical replacement per match.
- Players replaced for tactical reasons may also return to replace a player with a bleeding injury, a player injured as a result of foul play (verified by match officials) or a player released with concussion. Such a return to play is not counted as a tactical replacement.

Penalty kick substitutions:

- Only the team awarded the penalty kick can make substitutions if she decides to do so. The team can play quickly the penalty without any stop of the game.

- If this team makes substitutions, the team against whom the penalty kick is taken may also make substitutions.

Article 14 -TACKLING

- The tackle must be done with both arms. It must imperatively be carried out between the belt and the feet. In no circumstances the ball carrier should be lifted off the ground.
- The player in tackling must be considered to avoid putting his/her head at the same level as the head of his/her opponent.
- Point of ATTENTION : **It is totally forbidden to dive straight into the feet of an opponent**
- **The charge is also forbidden**: the player carrying the ball must not deliberately strike a stationary opponent.
- **The simultaneous tackle with two or many opponents against the carrier of the ball is also forbidden.**
- The rules below and the intervention of the supporting players should allow to maintain the continuity of the game and to avoid unfair and dangerous ball clearance.
- Any player on the ground must release the ball and make it available.
- Following the tackle, the player having tackled should immediately leave the tackle zone, the ball must be released, the player coming to support the ball carrier can only be in touch with the opponent within the tackle zone (1 meter around the ball).
- **This touch should be a pushing motion and not a strike** (to avoid mimicking the pro games clearance and cleaning opponents)
- The opponent cannot block standing or should tackle the person with the ball or snatch the ball with his (her) hands (hands on the ball) and engage his/her arm to catch the ball without striking with his/her shoulder the opponent.
- The player blocked in standing position by an opponent and supported at least by one teammate can no longer be brought to the ground if the referee has announced the maul creation.
- Opponents can recover the ball through interception or when it is on the ground to counterattack.

Article 15 -TRY & CONVERSION

A try is scored when an attacking player:

- Is the first to land a touchdown over the opponents' goal line.
- Is the first to make a touchdown when the ball in a scrum, ruck or maul reaches the goal line.
- The person with the ball is tackled near the goal line and in a continuous movement takes the person over the opponents' goal line and is the first to make a touchdown.
- The person with the ball is tackled near the opponent's goal line and can immediately reach out his arm(s) and land a touchdown.

NO CONVERSIONS

Article 16 -REFEREEING - FOULING & SECURITY OF THE PLAYERS

Refereeing: one officially assigned referee by the organization committee for the role and assisted by 2 line-out referees.

For the 6 finals of the 3 levels, in goal area referees will be assigned too for this role.

Yellow card:

- Temporary exclusion: 2 minutes. The time is considered as soon as the player leaves the pitch. **The player is NOT replaced.**

The excluded player should join the chair allocated to this situation during the whole time of his (her) exclusion. He/she will be back on the field at a game stop only with the referee's consent.

Note: any player who attempts to voluntarily delay the quick resumption of play must be penalized with a yellow card.

- A player who accumulates two yellow cards in the same match is excluded from the current match and is not authorized to participate in the next match of the tournament.
- A player accumulating three yellow cards during the same phase (assessment phase or finals), is no longer authorized to participate in matches until the end of the phase (the player can however participate until the end of the current match, except in the case whereby the player has accumulated two yellow cards during the match). No additional sporting sanction will be applied.

Red card:

- Players must not do anything that is reckless or dangerous to others.
- Any form of a dangerous tackle will be immediately sanctioned by a yellow card or a red card depending on the danger generated by the tackle
- A red card results in the immediate exclusion of the player, who is no longer allowed to participate to the game or in several matches. A report will be written and sent to the Disciplinary Committee of the tournament.
- Sanctions are managed on 2 levels:
 - Act of voluntary foul-play: Referees + Supervisors (temporary exclusions)
 - Act of violence unsportsmanlike sanction: Sports Committee (definitive exclusions from the competition). No video will be accepted as a support for the decision.

Blue card:

In the event of concussion (impact to the head, spine, ...) suspected by the referee, the supervisors or the medical staff of the organization, the player will receive a blue card stipulating his immediate exit from the field and his definitive exclusion from the competition. The player can then be replaced immediately.

Article 17 – KICK OFFS & RESTARTING THE GAME AFTER A SCORE

Who kicks off and who restarts the game after a score?

Kick-off

The captains will have to show up at half-time of the previous match before their match for the choice of pitch and kick-off. If one of the two captains does not show up, he/she will have lost the toss.

After scoring, the team that scored the points kicks off with a drop kick in the centre or behind the halfway line.
Penalty: Free kick in the centre of the halfway line for the non-offending team.

Position of the team at kick-off or when restarting the game after a score

All of the kicker's teammates must line up behind the ball when it is kicked.

Penalty: Free kick in the centre of the halfway line for the non-offending team.

Free kick or restart of the game after a score but before the 5 meters line in distance.

The ball must be kicked at least 5 meters in distance.

Penalty: Free kick in the centre of the halfway line for the non-offending team.

Ball kicked directly into line out.

The ball must fall in the pitch. It cannot be kicked directly into line out.

Penalty: Free kick in the centre of the halfway line for the non-offending team.

Ball kicked in the in-goal area.

If the opposing team touches down or makes the ball dead or if the ball becomes dead by going into the in-goal area, a free kick will be given to the defending team in the centre of the pitch.

Article 18 – SCRUM & LINE_OUT

Formation of a scrum

Number of players: 3.

A scrum must include 3 players from each team. These 3 players must all remain part of the scrum until it is over. **Scrum are simulated (no pushing), the ball is not contested.** The opponent's scrumhalf does not follow the progress of the ball.

Penalty: penalty kick.

Referee commands: 3 counts = "Crouch" "Bind" "Set".

Front row players

A front row player must not deliberately kick the ball out of the tunnel towards the opponents' goal line.

Penalty: penalty kick.

Line-Out

The lineout is made up of at least 2 players. In addition, a thrower-in for the team that benefits from the line-out and there are the relay players. The ball must be thrown between the 3 meters line and the last players of the lineout.

The opposing team must have the same number of players in the line out and a locker. **Lifting the jumper is not allowed (penalty: free kick)**

The player opposite the thrower-in (the locker) is compulsory and must be 2 meters from the lineout (width and depth).

The 2 relay players must position themselves 2 meters from the lineout.

Article 19 – PENALTY KICKS & FREE KICKS

How are penalty kicks and free kicks taken?

A player may take a penalty kick, or a free kick awarded for a foul in the form of a punt or drop kick, but not in the form of a place kick. The ball may be kicked with the entire lower leg or foot, excluding the heel.

Penalty kicks and free kicks: options and obligations

Penalties are not attempted (no points). The kicker can choose to kick into line-out directly. His team will then benefit from a throw in at the line-out (only on penalty).

A team benefiting from a penalty kick or a free kick cannot chose a scrum instead.

Article 20 – SIDELINES & BENCH

Any leader authorized to occupy the bench of a team must wear a different coloured armband according to the function indicated on the score sheet:

Red: trainer

White: medical staff

All substitute players will wear bibs and will be allowed to enter the field to bring water to players.

Behaviour of coaches and players on the bench.

Any person admitted to the bench may be given a yellow card or a red card by the referee due to an inappropriate behaviour.

These decisions may in particular take place following:

→ Leaving the space assigned to those on the bench,

- Publicly protesting or unsportsmanlike behaviour,
- Inappropriate words addressed to one of the match officials.

What to do in the event of permanent exclusion:

Any person on the bench who has been definitively excluded must leave the pitch without delay and cannot under any circumstances be replaced on the bench.

The Sporting Committee will decide on the sanction, particularly in terms of duration:

- Suspension of one or more matches
- For the tournament.

Penalty: Penalty kick from where play should have restarted.

Article 21 – FIRST AID

Participating players must, if necessary, have a first aid kit on the playing area. The organization will set up medical care adapted to the competition.

Article 22 – TEAM MANAGEMENT

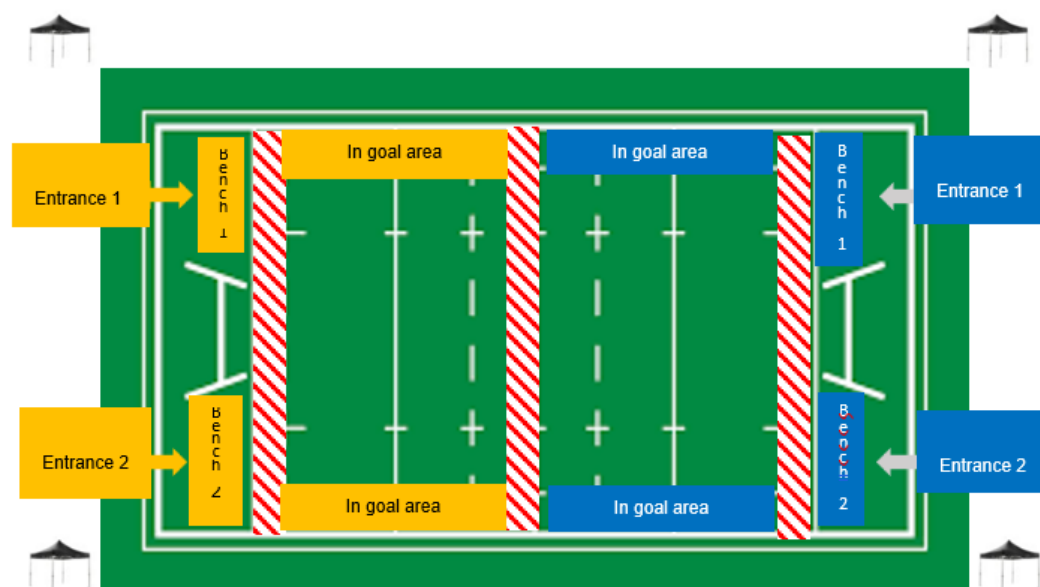
2 barns will be available on the pitch allowing each team to gather their belongings in a safe area (see drawing suggestion below).

Lateness of a team

To avoid delays, the teams will present themselves at the entrance area (1&2) 7 minutes before kick-off.

Teams must be present and ready when their matches kick off.

- Any delay of less than 2 minutes will be penalized by – 25 points in the goal average of the match.
- Any delay of more than 2 minutes will result in a sanction of a simple disqualification from the match (0 points for the game and – 25 points in the total goal average).



2 storage area 3X3 for the white pitch- 2 storage area 3x3 for the blue pitch

Article 23 – PLAYERS' KIT

Players must play a match in full kit (rugby jersey, shorts, socks, and sports shoes).

Each player must keep his jersey number for the entire tournament, if he (she) changes his jersey and number, he (she) must indicate this to the organization (scoring board).

A team cannot refuse to play on the pretext of a defect in the opponent's equipment.

The equipment (studs, shoulder pads, mouth guard etc.) must comply with the standards in force laid down by World Rugby and the decisions of the Referees Committee.

Article 24 – MATCH STOPPED DUE TO INCIDENT

The referee or the head of the sports commission are the sole judges to decide whether a match should be interrupted because of serious incidents, but this decision should only be taken when it is impossible to continue play.

Article 25 – MATCH STOPPED DUE TO FORCE MAJEURE

The referee coordinator, the person in charge of the sports commission and the medical person in charge can meet and decide if the match must be interrupted because of:

- A too large physical differences between the two teams with a risk of potential severe injuries
- external events constituting a case of force majeure (exceptional bad weather for example).

In both situations, points will be attributed according to the score at the time the game is interrupted. In case of a draw at interruption time, the winning team will be determined according to the criteria defined in article 6 above.

Under no circumstances can the referee's decision to stop the match because of major incidents be considered as a case of force majeure.

End of Rugby sevens competition rules

Educational Competition Rules

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Introduction

As part of the 2023 Pontlevois Rugby Heritage Cup, the organisation offers all its participants a cultural competition based on 2 tournaments:

- Rugby short
- Rugby chef

Rugby short: Each team will have to shoot a short video about one of the educational values of rugby. This challenge aims to reward the team that will showcase the chosen value in the most understandable, original, creative, and fun way!

Rugby chef: At the same time, each team will have to prepare one dish typical of their country. The purpose of this challenge is to produce both savoury and sweet recipes to help people discover the culinary wealth of their country. In addition to the taste aspect of this competition, each team will have to decorate its stand and offer a fun and attractive presentation of its dish.

Article 1 - CONDITIONS TO PARTICIPATE

The cultural competition of the Rugby Heritage Cup Pontlevois 2023 takes place according to the rules described in this document.

This competition is for all teams without exception.

Article 2 – FORMATION OF TEAMS

The participating teams must be composed of either:

- 1- One gender diverse team with boys and girls (12 girls and 12 boys) which means 6 girls AND 6 boys for each of the cultural challenges, Rugby short and Rugby chef with for this last one 3 girls and 3 boys maximum assigned to the cooking tasks while others are involved in preparation of the booth presentation.
- 2- One team with 12 girls OR 12 boys which means 6 girls OR 6 boys for each of the cultural challenges.

Article 3 - PLANNING

		Saturday 02/09/2023	Sunday 03/09/2023	Monday 04/09/2023	Wednesday 06/09/2023
9:00 am	Filming kick off	Teams 1 & 2 Pools B, D, F	Teams 1 & 2 Pools A, C, E	Teams 3 & 4 Pools A, C, E	Teams 3 & 4 Pools B, D, F
3:30 pm	Film editing kick off				
	Or Cooking kick off				
6:00 pm	Presentation of film				
	Or presentation of dishes prepared				
6:30 pm	End of challenge				

Rugby short

Crouch, Touch, Pause, Screen !

Each team must present a video Captain in charge of producing, editing, and presenting a video in coordination with the members of his team.

Procedure to follow:

On the day of their participation in the challenge, between 8:00 am and 9:00 am, the team, via its "Video Captain", will draw lots for one of the 5 educational values of World Rugby plus the value Transmission proposed by the organization.

Those 5 values are: Discipline – Integrity - Passion - Respect - Solidarity.



Once the value has been chosen, the team will have at its disposal:

- Video / sound equipment (1 smartphone, 1 microphone, 1 light panel).
- a smartphone uploaded with an user friendly editing application CapCut, for each team. On the evening before their participation, between 8 and 9 pm, the coaches will receive temporarily the smartphone of their respective team as well as the instruction how to use the editing application in order to make the team members familiar with the materiel. **The smartphone will be given back to the organisation before going to bed.**
- a studio common to all teams which will be available at 3:30 pm with. Only 2 members of each team will have access to this studio.

A sponsor, member of the organization will accompany the team or the delegation on the framing, recording, and editing of the video.

The video must present at 6 pm the same day the chosen value in the best possible way, respecting the following conditions:

- The video must not exceed 45 seconds
- All participants of the team (boys and/or girls) must appear on the video

During the evening, the team will have a maximum of 4 minutes to present its video, comment on the way in which they achieved this challenge together and its difficulty.

Evaluation

This video will be judged on 3 criteria:

- Content: ability to formulate clear messages and respect for the theme (chosen value)
- Communication skills: originality of the communication techniques used (sketch, speaking, etc.)
- Entertainment: educational value and entertainment factors (i.e., creative, touching, fun, moving).

Composition of the jury and scoring:

- The video Captains of all the other teams for 30% of the score.
- A jury of professionals will complete the mark with the remaining 70% of the score.

The overall mark is out of 100 points. The members of the jury use the evaluation grid (see below).

Crouch, Touch, Pause, Screen!

Evaluation Grid

Date :

Name of team / delegation:

Name and surname of Jury Member:

Criteria / Indicators		Jury Member	Points				Multiplier
Understanding of the message	Adhering to the theme: the rugby values	Lorraine	1		5		2
	Clarity of the message		1	2	4	6	1
	Emotion aroused		1	2	4	6	1
Creativity	Accessories (costumes, gadgets, ...)	Lionel	1	2	4	6	1
	Scenario quality		1	2	4	6	1
	Sound quality		1	2	4	6	1
Technical aspects	Quality of editing	Xavier	1	2	4	6	1
	Respect of the time allowance (45s)		1	2	4	6	1
	Audio quality		1	2	4	6	1
	Framing		1	2	4	6	1
Understanding of the message	Respect and clarity of the chosen value	Video Captains	1	2	4	6	2
Creativity	Accessories, scenario, visual effets		1	2	4	6	2
Technical aspects	Quality of editing, audio quality, overall quality		1	2	4	6	2
TOTAL						/100	
Observations :							

Rugby chef

The third half

Procedure to follow:

Each team or delegation must communicate to the organisation by 30/06/2023 at the latest:

- The name of the chosen dish and its history in the country
- The cooking recipe with the list of necessary ingredients, material, tools, and operating model
- The required volumes of the ingredients

Each team or delegation must present a culinary Captain who will represent the team throughout the Rugby chef challenge.

The participating teams are composed of:

1- For a diverse gender team (12 girls AND 12 garçons from the same delegation), only 6 girls and 6 boys are requested for Rugby chef. 6 team members not more, 3 boys and 3 girls, are simultaneously present in the kitchen. The 6 others are in charge to manage the booth presentation and to support the cooking team outside the kitchen. Each 45 minutes, those 6 others will rotate with their cooking team mates by pair to join the kitchen. In the allocated two and a half hours the team must:

- a. cook and finish the dish
- b. prepare the decoration of the booth
- c. present the warm or cold dish to the jury members in the dedicated recipients
- d. release the kitchen clean, in order and ready for a next team

2- For one gender only team (12 girls OR 12 boys) meaning 6 girls OR 6 boys for the Rugby Chef challenge, the operating model is the same than above, 6 team members in the kitchen and 6 team members outside but **with no rotation**.

The theme of the dish presented is “my Country, my Culture”.

At 3:30 pm the team will have at its disposal an equipped kitchen and two and a half hours to:

- Create, make, and present the finished 2 kilos dish divided in 40 portions of 50 grams,
- Decorate a presentation booth in the colors of its country and its dish to create the best possible atmosphere during the tasting, you will be provided with a map of the place where the tasting will take place.
- Arrange 6 plates of 50 g (for 6 jury members). The rest of the dish is to be shared with the culinary captains at the presentation booth.
- Arrangement will be done in a small white plate or a small standard white bowl or ramekin depending on the type of dish and how it is to be eaten.

At 6:00 pm once the allocated time has elapsed, the professional jury and the culinary Captains of the teams who are not in the culinary test session of this day will go to each booth to discover the dishes created by the participants. The team will have a total of 15 minutes to present its work and serve all its guests at their booth.

Evaluation

The overall mark is out of 100 points. The Culinary Captains and the members of the jury will use the evaluation grid (see below).

The third half

Evaluation Grid

Date:

Name of team / delegation:

Name and surname of the Jury Member:

Criteria and indicators		Jury Members	Points				Multiplier
Respect of the theme « My Country, my Culture »	Typical recipe	Chefs	1		4		2
	Friendliness and warmth of reception and presentation	Culinary Captains	1	2	4	6	1
	General atmosphere	Culinary Captains	1	2	4	6	1
	Requested quantities (no waste)	Chefs	1	2	4	6	2
Tasting Aspects	I like it / I don't like it	Culinary Captains	1		2		1
	Quality and association of chosen ingredients	Chefs	1	2	4	6	2
Creativity	Arrangement of the plates	Chefs	1	2	4	6	2
	Décoration of the booth	Culinary Captains	1	2	4	6	1
Organisation	Workplace cleanliness	Chefs	1	2	4	6	2
0' waste	Use in full of the requested ingredients (all of them used)	Chefs	1	2	4	6	2
	Use in full of the requested volumes for each ingredient	Chefs	1	2	4	6	2
TOTAL						/100	
Observations							

END OF EDUCATIONNAL TOURNAMENT RULES