



2025 European Universities Rugby 7s Championship

TOURNAMENT RULES

1. TOURNAMENT RULES

1.1. WORLD RUGBY LAWS OF THE GAME

Tournaments shall be played according to the current Laws of the Game and the World Rugby Regulations Relating to the Game, subject to additional specifications contained in the EUSA Regulations.

The World Rugby Laws of the Game and their variations for Sevens can be found on the World Rugby website:

<https://www.world.rugby/the-game/laws/home>

<https://www.world.rugby/the-game/laws/variations/3/sevens/>

1.2. TOURNAMENT COMPETITION FORMATS

The standard competition format is a 12-team competition. However, different competition formats will be used according to the final teams' entries in each respective division, from 5 to 13 participating teams. In all cases, the maximum number of matches played over two or three days will not exceed 6 (six) for Player Welfare reasons.

WOMEN'S TOURNAMENT

5 teams

7s competitions with 5 teams consist of one pool of 5, a round-robin pool phase followed by semi-finals between the first four ranked teams and cup and bronze finals, or straight finals 1v2 and 3v4. Each team plays 2 matches per day.

Country	University
FRANCE	University of Toulouse
FRANCE	University of Bordeaux
SPAIN	University of Barcelona
TURKIYE	Middle East Technical University
TURKIYE	Ankara University

MEN'S TOURNAMENT

7s competitions with 10 teams consist of two pools of 5, a round-robin pool phase followed by semi-finals and finals (including ranking games).

Country	University
FRANCE	University of Pau and Pays de l'Adour
GERMANY	Rhine-Westphalia Institute of Technology Aachen
HUNGARY	Univesity of Debrecen
PORTUGAL	Nova University Lisbon
PORTUGAL	University of Porto
SPAIN	San Jorge University
SPAIN	CUNEF Universidad
TURKIYE	Bartın University
TURKIYE	Middle East Technical University
TURKIYE	Koc University

If a Team willfully refuses to play, or willfully abandons a Match in progress, without the prior consent of the referee, the Technical Delegate shall report it to EUSA, and it is subject to the Misconduct Process.

Please note that the Tournament Director/Technical Delegate (according to the World Rugby Regulation) in case of bad weather preventing to conclude all matches by the last day of the tournament, has full authority to decide to cancel the necessary number of matches and alter the planned competition format so that the tournament could still determine a winner and if possible, a ranking by the end of the last day of competition.

1.3. DETERMINING POOL TABLE STANDINGS

1.3.1. Position in the pool competition table shall be determined by competition points as per below:

No Show 0 point
 Loss 1 point
 Draw 2 points
 Win 3 points

1.3.2.

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.

1.3.3.

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.

- (i) Point Difference = The difference of points scored 'for and against' by each respective 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
- (ii) Tries Difference: The difference of tries scored 'for and against' by each respective 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
- (iii) The Team that has scored the highest number of Match points in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then
- (iv) The team that has scored the highest number of tries in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then.
- (v) The tie will be resolved by the toss of a coin between the Team Mangers concerned.

1.3.4.

If at the end of the pool stage more than two Teams are tied on points, then the following process shall be used to determine the placings:

- (i) Point Difference: The difference of points scored 'for and against' by each respective Team in all pool Matches will be considered. The Team with the highest positive margin of points shall be ranked highest in the pool competition table: if the tie remains unresolved then:
- (ii) Tries Difference: The difference of tries scored 'for and against' by each Team in all pool Matches will 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:
- (iii) The Teams concerned shall be ranked by reference to the number of Match points scored in all pool Matches. The Team with the highest number of points scored in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then:
- (iv) The Teams concerned shall be ranked by reference to the number of tries scored in all pool Matches. The Team with the highest number of tries scored in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then:
- (v) The tie will be resolved by the toss of a coin between the Team Managers concerned.

1.4. DURATION OF MATCHES

The duration of matches, including the Cup final game, will be 16 (sixteen) minutes in total, split in two halves of 7 (seven) minutes and including a 2 (two)-minute half-time.

1.5. DRAWN MATCHES

There is no extra time for Drawn matches during the pool phase.

During the knock-out competitions, in the event of a Match being drawn at the end of normal time, extra time will be played until a winner is determined. A 2 (two)-minute water break will be held at the end of normal time and before re-commencing the Match. The extra time is played 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

without further play.

During the 2 (two)-minute break a toss by the Team Managers and the Referee will be conducted to determine which team will kick off the start of the extra time and which end the team will kick off from.

1.7. SUBSTITUTIONS

1.7.1. Regulation and Rolling Subs

A team may nominate up to five replacements/substitutes.

If a match goes to extra time both teams are allowed to make an extra substitution in that period of extra time, meaning a total of 6 substitutions can be used for the entire match.

Rolling substitutions: A team may substitute the same player more than once if no more than 5 substitutions are made in total, six if extra time is played.

Substituted players re-joining the match:

If a player is substituted, that player may return and play in that match under the following circumstances:

- Up to 5 tactical substitutions per game.

In addition to these 5 substitutions, players may return to play when replacing:

- A player with a blood injury in accordance with Law 3.25 and Law 3.26
- A player who has been removed on 'Recognise and Remove' Protocol
- A player that has been injured on Foul Play (sanctioned by the Match Official)

1.7.2. Recognise and Remove Protocol

As the entity with overall responsibility for the Tournament, EUSA will promote and apply the World Rugby 'Recognise and Remove' concussion protocol during this Tournament. Please Refer to Chapter 2 Medical for full details on the implementation of the Recognise and Remove Protocol.

1.8. PLAYERS SENT OFF FROM THE FIELD

A player sent from the field, under Law 9, will not be permitted to play again until the matter has been dealt with, in accordance with the applicable Disciplinary rules.

1.9. PLAYING JERSEYS

To avoid a colour clash, Teams must have 2 sets of jerseys in colours, predominantly distinct from one another. Teams who do not bring the two sets of jerseys with them may face a fine and further disciplinary sanction.

Political, religious, or xenophobic sponsorship or representation displayed by a team or any official member of the delegation on the competition's kit will be sanctioned by

ry and financial sanctions.

The following rule shall be observed by the Participating Teams:

All teams are required to send images of their home & away kits at least one week before Day 1 of the first day of competition.

Day 2, Team managers to agree in the evening of day 1 for determined fixtures. For fixtures being confirmed during the day, Technical delegate will discuss the kit colour with the winning team after each match at the game sheet signature.

The same principle applies with team A having the priority pick. Fines may apply in case of unsolvable colour clash.

NOTE: Please ensure that both sets of your playing jersey are presented at the General Technical Meeting.

1.10. FIELD OF PLAY

Only Players, the referee, assistant referees, water carriers and medically trained persons (to look after 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 before resumption of play and must not do anything to delay the punctual resumption of play.

1.11. COIN TOSS

The coin toss to decide who will kick off or choose ends will take place 10 minutes before kick-off every match.

A member of each Team must attend the Toss. It is not compulsory that exactly the captain attends the Coin Toss, it may be another player or team official.

If a representative from one team does not turn up for the Toss, the Toss is automatically won by the team that was present on time.

All Coin Tosses will take place close to the officials table, pitch side, at the Halfway Line.

1.12. MATCH OPERATIONS

1.12.1. Changing Rooms / Tents Allocation

Host Teams the right to choose its preferred changing room / tent. Allocation is then made by the EUSA Technical delegate, based on the ranking.

1.12.2. Warm-Up

warm-up:

Teams will warm up for their match on a training pitch close to the main match pitch. Priority for teams to warm up will be given to those taking part in the next match.

Warm-up after kick-off:

All access to the field is monitored by the match officials to limit the number of persons on the field and possible disruptions.

Substitute players are authorised to warm-up close to their Technical Zone without balls or tackle bags. They must wear the bibs provided to the Teams.

1.12.3. Technical Zone

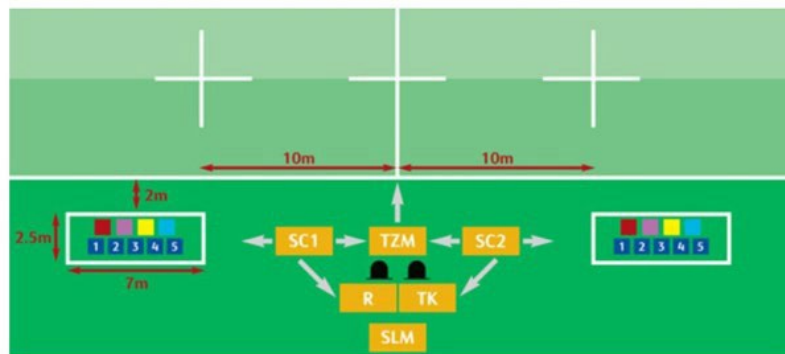
1.12.3.1. Dimensions of the Technical Zone

- a. Two technical zones shall be provided within the playing enclosure on the same side of the pitch, each one on either side of the half-way line and outside the field-of-play.
- b. These technical zones must be marked on the ground.
- c. The line nearest the touch line must be parallel to the touch line.
- d. The technical zones commence a minimum of 5 (five) metres from the halfway line. The technical zones must not exceed 10 (ten) metres in length and 3 (three) metres in width and must not be less than two metres from the touch line when it's possible.
- e. Wherever practically possible, the zones should be behind advertising hoardings with easy access to the field of play.
- f. Whenever possible, chairs will be placed for all persons in the TZ.

1.12.3.2. Personnel permitted in the Technical Zone

Sevens Technical Zones

Maximum of nine persons allowed in the TZ



Key:



1) Each Team is allowed to have the following personnel in the Technical Zone during their Matches: Coach, Team Manager, Physiotherapist and five reserve Players. One additional person who is either a medical or a coaching member of the Team and whose responsibility has previously been notified to the Tournament Director as per Section 4.2 of this Terms of Participation, (and listed on Form C in Section 15) will be permitted in the Technical Zone.

2) A maximum of three non-playing personnel is allowed to enter the field of play for the purposes of water carrying (which is only permitted when play is stopped for an injury or when a try has been scored). The Manager and Coach are not permitted to act as water carriers at any time. The water carriers must wear the Technical Zone bibs provided by the tournament organiser at all times.

3) Except as specified in (ii) or as otherwise allowed under the Laws and regulations of the Game, all non-playing personnel must remain inside the Technical Zone, which will be clearly marked.

- Where practically possible the medical personnel must stay outside the advertising hoardings. The medical personnel may keep up with play but must pay due regard to the needs and rights of players, match officials, spectators, broadcasters, and commercial partners.

- The medical personnel may enter the field of play in accordance with Law at any time a player is injured. They must not obstruct, interfere, or aim comments at match officials.

1.12.3.3. Roles of personnel in the Technical Zone

- a. Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
- b. The water carriers are not permitted in the playing area during penalty kicks at goal.
- c. The water carriers must remain in the technical zone unless they enter the playing area to provide water.
- d. Players may come to the touch line adjacent to the technical zone to receive water.
- e. Water bottles must not be thrown on or off the field of play.

1.12.3.4. Management of the Technical Zone

- a. All personnel permitted in the technical zones must have some distinguishing mark (e.g. vests). 5 (five) bibs per team: 3 (three) blue bibs for water carriers and 2 (two) red bibs for medical staff. When appropriate, only people with the bibs can enter the field of play.
- b. The fourth and fifth officials will manage the technical zones. If there is an infringement of the protocol, the matter will be reported to the match referee or Technical Delegate.
- c. The match referee may caution any offender or, at their discretion, expel the person(s) from the playing enclosure for any breach of the protocol.
- d. Any breach of the protocol may be reported to the Designated Disciplinary Official who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to Rugby Europe Disciplinary Regulations against the Union(s) and/or person(s) concerned.
- e. Should any person be expelled from the playing enclosure for a breach of the protocol, they must be reported by the match referee to the Designated Disciplinary Official, who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to Rugby Europe Disciplinary Regulations against the Union(s) and/or person(s) concerned.

1.12.3.5. Players Temporarily Suspended

- a. When a player has been temporarily suspended (sin-binned) that player is to be situated in the designated sin bin area and must remain there for the duration of the temporary suspension. Playing time for the sin bin - 2 (two) minutes - starts once the referee blows time- on after the award of the card.
- b. The player may be given water and warm clothing.

1.12.3.6. Management of Protocol

The management of this Protocol will be the responsibility of the Officials Number 4 (Four) and 5 (Five), or the Technical Delegate.

1.12.3.7. Replacements and Substitutions

That team management must complete the substitution document and give it to the 4th

Official.

The 4th (Fourth) Official and the touch judges will be in radio contact with the Referee (when possible). At the next stoppage in play, the 4th (Fourth) Official will contact the Referee and inform him the number of the player who will leave the playing area. The 4th (Fourth) Official will complete the Summary Sheet and provide it to the Technical Delegate.

1.14. TOURNAMENT OFFICIALS

RUGBY EUROPE shall appoint or procure the appointment for the administration and implementation of the Tournament, the following International Technical Officials (ITOs):

- (a) EUSA Technical Delegate
- (b) National Technical Delegate
- (c) Referee Manager
- (d) Performance Reviewer
- (e) Citing Commissioners
- (f) Referees
- (g) Judicial Officer
- (e) any further ITOs required according to the size of the Tournament

Host Union is responsible for the appointment of the following National Technical Officials :

- a) Tournament Medical Manager and Medical staff
- b) Assistant Referees
- c) Sub Controllers
- d) Time Keeper
- e) Sideline Manager

2. MEDICAL

2.1 ONSITE MEDICAL STAFF AND NEAREST HOSPITAL

The OC in collaboration with the Host Union is responsible for the arrangement of the medical staff and ambulance throughout the competition.

THE OC is responsible for communicating the name and route to the nearest hospital(s).

CONCUSSION MANAGEMENT – RECOGNISE AND REMOVE PROTOCOL

The World Rugby 'Recognise and Remove' concussion protocol applies during the whole Tournament.

This means that any player who has lost consciousness for any period of time or who is showing any symptoms of concussion, must be removed immediately from the Field of Play for care and monitoring and MAY NOT return to the Field of Play. This should be managed as follows:

1. Criteria 1 confirmed – immediate and permanent removal from play and no RTP in 10

Tournament. GRTP relevant to that Union should be followed.

2. Criteria 2 – Recognise and remove:

- No return to play same day irrespective of HIA 2 (within 3 hours) outcome.
- HIA 2 (within 3 hours)
 - a. abnormal HIA 2 - no RTP in the Tournament. GRTP relevant to that Union should be followed.
 - b. normal HIA 2 – no return to play same day plus follow up HIA 2 next morning by the Tournament Doctor or equivalent.
- Next morning HIA 2 abnormal or clinical suspicion - no RTP in this Tournament. GRTP relevant to that Union should be followed.
- Next morning HIA 2 normal – return to play allowed.
- Follow- up HIA 3 completed at 36-48 hours.

Please refer to the following link to World Rugby to understand more about the management of Concussion and the need to 'Recognise and Remove'.

<https://playerwelfare.worldrugby.org/concussion>

2.2 MEDICAL PROTOCOL - MATCH DAY SIGNALS

The following hand signals are to be used across the whole Tournament by all personnel involved with the management of injuries to all competing Players:

<https://passport.world.rugby/player-welfare-medical/medical-protocols-for-match-day-medical-staff/field-signals/>

2.3 HOSPITAL

Details of Hospitals and Other Medical Assistance will be provided at the GMT and communicated through each respective tournament Handbook.

Please note that if a player is required to be removed from the Field of Play and taken to

Hospital, the Team Manager& Head of Delegation must nominate a member of their staff to accompany the player for the duration.

3. ANTI-DOPING PROGRAMME

3.1. WORLD RUGBY REGULATION 21

The Anti-Doping programme and procedures to be applied at the Tournament are set out in World Rugby Regulation 21.

3.3. THERAPEUTIC USE OF EXEMPTIONS (TUES)

Prohibited substances or methods could nevertheless be subject to a TUE for all details see <https://www.world.rugby/keep-rugby-clean/banned-substances/tues>

Under Reg 21 and World Rugby manual World Rugby is the body delivering all TUEs, which may be submitted by email to TUE@worldrugby.org and antidoping@rugbyeurope.eu.

If any part of the application is not suitable for transmission via these means then the application and/or accompanying supporting evidence may be posted to Chairman of the TUE Committee, 8-10 Pembroke Street Lower, Dublin 2, Ireland.

A copy of the granted TUE must be kept by the team manager at all times and another copy must be given at the Entry Check meeting of each tournament to the RE Tournament Director.

3.4. COMPETITION TESTING

You can be subject to an In Competition or Out of Competition testing see World Rugby Regulation 21 http://keeprugbyclean.worldrugby.org/downloads/Reg21_EN.pdf and World Rugby Handbook : <https://www.world.rugby/organisation/governance/regulations/reg-21>

3.5. ANTI-DOPING EDUCATION

All World Rugby anti-doping educational information and resources are available in English, French, Spanish and other selected languages in the resources section of the World Rugby Anti-Doping website <https://keeprugbyclean.worldrugby.org> . It is the responsibility of each Participating Union to ensure that each Player, Team Manager, Team Coach and medical support personnel who participates in the competition has either received or been given access to (in hard copy, electronic, or any other means) the World Rugby Anti-Doping educational resources in particular the World Rugby Anti-Doping Handbook.

The Participating Union is responsible for ensuring that any new Players, Team Managers, Team Coaches and/or medical support personnel who join its squad during the Tournament also receive a copy of the handbook.

3.6. OUTSTANDING ANTI-DOPING MATTERS

In accordance with Clause 34 of the Programme, it is the responsibility of each Participating Union to ensure that there are no outstanding Sample results, anti-doping rule violation cases and/or ongoing investigations in respect of Players or Persons (relating to possible anti-doping rule violations) who form part of or are intended to form part of the Participating Unions Team in respect of the Competition.

All Participating Unions shall not select a Player or Players to participate in the Competition if the Player or Players is/are suspended, even provisionally.

4. TOURNAMENT DISCIPLINARY REGULATIONS

4.1 DISCIPLINARY REFERENCE DOCUMENTS AND FRAMEWORK

Rugby Europe governs the rugby disciplinary during the tournament. Rugby Europe Disciplinary regulations are placed under World Rugby Regulations and are composed of the following documents:

Terms of Reference of the Disciplinary Committee (available on request):

- Details structure of the Committee
- Details its missions and duties RE Disciplinary Regulations:
- Renovated rules, aligned with WR practice

RE Disciplinary Regulations:

Renovated rules, aligned with WR practice

Appeal process

RE Code of Ethics:

A new document setting standards and defining ethical behaviour on and off the pitch from all stakeholders.

These documents must be read and its instructions followed for all disciplinary related cases for foul play and misconduct on Rugby Europe Sevens Tournaments.

They are all available under this section: <https://www.rugbyeurope.eu/rugby-europe-documentation/>

4.2 REMINDER ON TEMPORARY SUSPENSION AND CCW ACCUMULATION

As per Rugby Europe Disciplinary Regulations Section 4.2.3:

Where a Player has received over a single Tournament 3 (three) yellow cards or a combination of 3 (three) yellow cards and/or Citing Commissioner Warnings, this will constitute a red card and the appropriate sanction will be an automatic 1 (one) to 3 (three) weeks suspension.

Where a Player has received over a Series of Tournaments 5 (five) yellow cards or a combination of 5 (five) yellow cards and/or Citing Commissioner Warnings, this will constitute a red card and the appropriate sanction will be an automatic 1 (one) to 3 (three) weeks suspension.

Please Note that in any other matter not covered or clarified in this document, the Technical Delegate and the OC will refer to the EUSA Regulations, Rugby Europe Tournament Manual and World Rugby Regulations.